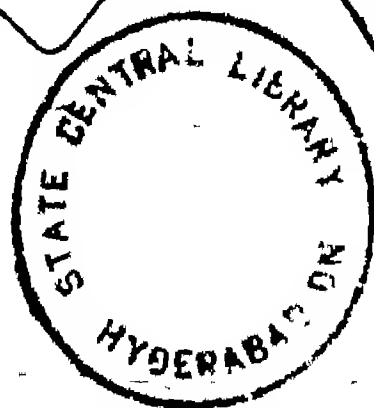
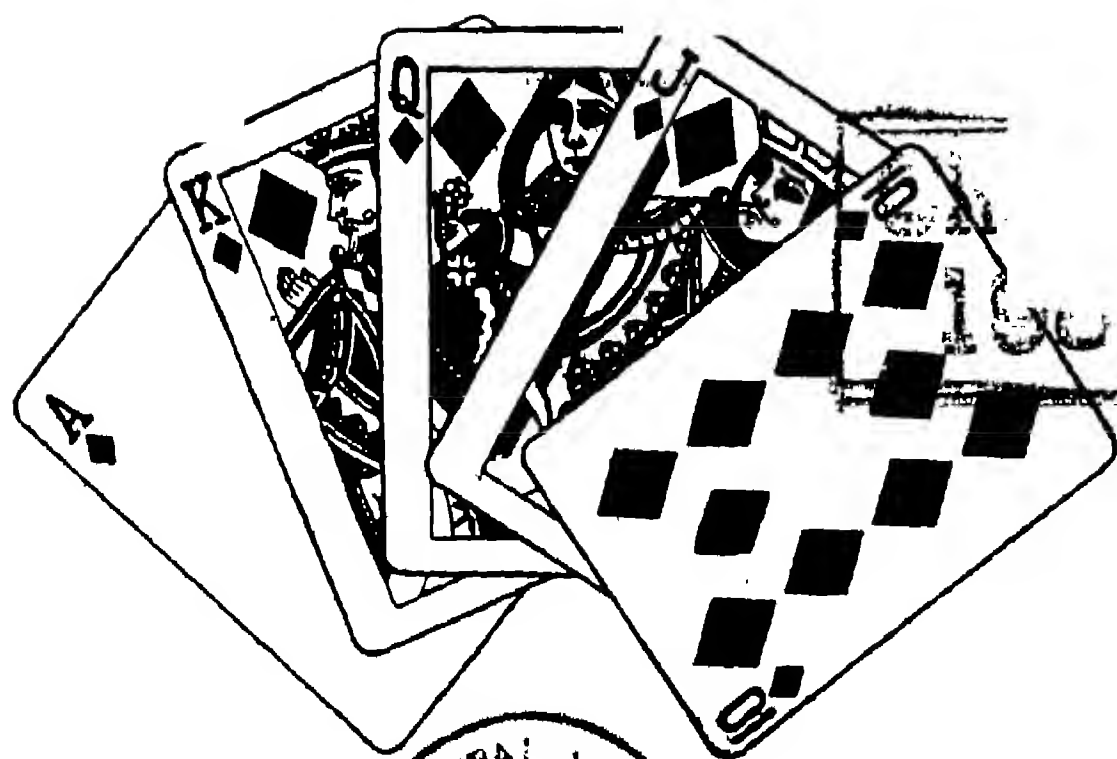


ALBERT A. OSTROW

THE
COMPLETE
CARD PLAYER



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To
H. B. O.

*For devotion far beyond
the call of duty*

PREFACE

About
Hoyle

This book, dedicated to the many thousands of devotees of all ages who enjoy the stimulation of a session of cards, was planned as a modern, comprehensive compilation of card games, and every page of it is devoted to that subject and no other. For that reason, among others, it is more than just another "Hoyle."

Edmund Hoyle was an English writer on games who died in 1769. Since his time it has been the custom to call books of rules on card and board games "Hoyles," so that "according to Hoyle" has come to mean "according to accepted rules."

However, the practice of calling all such books "Hoyles" has resulted in a rather widespread misconception. Many people believe that Edmund Hoyle himself promulgated most of the card rules attributed to him. Even some writers on cards have fallen into the same error and in taking issue with Hoyle have, for example, learnedly discussed "his" rules on poker. The fact of the matter is this—*Edmund Hoyle never heard of poker*. The basic version of the game did not come into existence until about fifty years after the Englishman had passed on to his reward. Furthermore, pinochle, rummy and most of the games popular today were unknown in his days. Hoyle would be astounded at the mass of rules attributed to him, since his original book contained only *three* card games—piquet, whist and quadrille, the last now obsolete.

So much for the authority of Hoyle on today's card games. The resulting confusion has made it a question of "according to whose Hoyle," and the need for some satisfactory answer was the primary motivation for this book.

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It became evident some years ago that a completely fresh approach to the entire matter of authoritative card rules was necessary. It was not enough merely to rewrite older authorities and add modern variations. What the situation called for, from all indications, was a job of original research to find out *how* people were playing the games and according to *what* rules.

The most important single source for these data was the Information Service of the Association of American Playing Card Manufacturers, whose files contain a great volume of revealing letters indicating what the card players in this country would like to see in an up-to-date card book. Certain questions appeared in letter after letter, plainly suggesting that these points had not been clearly covered in existing card books. Consequently, they were marked for special attention and detailed explanation. The information extracted from the letters was checked against, and correlated with, material obtained from various authorities, experts, card players from all over the country and informants in all branches of the armed services. Additional valuable material on the playing habits and preferences of card players was obtained through surveys conducted in recreation centers, lectures, teaching tours to hospitals under the auspices of the American Theatre Wing and careful observation of procedure in card clubs.

As a result, the rules given in these pages represent more than just the views of the experts and leading authorities; they represent the actual playing habits of those final arbiters of card laws—the rank and file of card players everywhere. Too often the rules followed by some experts and authorities have been especially devised to make the games more difficult to play. This may lend added competitive interest for those among whom the level of ability and experience is high, but it usually does not work out so well for the average player.

Investigation has shown that the rules in these pages are those the vast majority of card players are willing to

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accept in arbitrating points of dispute. They are based on common sense and equity and are sanctioned by common usage. Variations and local and house rules are also given in every instance where legitimate differences are possible. It must be remembered that except for bridge, skat and whist, no standard sets of rules for other games have been drawn up by formal associations of players.

The organization of modern rules is not the only function of this book. An equally important influence in determining its make-up was the fact that most card players are hardly aware of the wealth of card fun there can be in a deck of cards. They generally have learned, often haphazardly, a few card games and are not aware of the existence of other interesting games, often more intriguing than the ones they play. Or if they have heard of such games, there may be no one of their acquaintance who knows enough about them to teach them properly.

The Fun in
a Deck of
Cards

Virtually every card game in this book, therefore, has been described according to a plan which the author has used successfully time and time again to teach card games quickly and simply. The fundamentals and principles of the games are given as nearly as possible in the natural order of procedure. Additional rules concerning irregularities are concentrated in final sections, since their inclusion in the main text of the description tends to confuse the player.

Wherever experience has proved them useful, diagrams have been included to reinforce the descriptions. All technical terms and expressions commonly used in play are immediately explained when first mentioned. Where the game has an extensive jargon, as in bridge, for example, an additional list of terms is given separately.

Hints for play are given in some sections, but these are necessarily general in most cases and are chiefly for the purpose of giving the player some idea of the strategic possibilities of the game. By far the best way to become adept at any game is to play that game, provided that the

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player sits down with a sound working knowledge of the fundamentals and correct rules.

Caution

There are no exposés on cheating and dishonest practices in this book. There are not enough “sharpers” among the many millions of card players to warrant it, and it is not likely that the average player will run across them in his friendly games. In any case, more harm than good is done by the fostering of suspicions and a perfectly honest player with certain unconscious peculiarities of behavior or nervous gestures may be subjected to needless embarrassment.

ALBERT A. OSTROW.

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THE ROMANCE OF PLAYING CARDS

Playing cards have been a part of American life since the days of Columbus, whose sailors are supposed to have brought them on their first voyage to the New World in 1492. Most of the other explorers and colonists in our early history were also card players, and by the seventeenth century cards were in common use from French Canada to Portuguese South America.

Cards were old, however, long before the days of the New World; so old that scholars today can only guess at their origin many thousands of years ago, probably somewhere in the East. For certain it is that almost as soon as men learned to draw pictures, they learned to make cards; first, possibly, for magical purposes but shortly thereafter to play games.

CARDS IN EARLY EUROPE

The modern history of playing cards begins in Europe in the thirteenth and fourteenth centuries at the time of the Crusades, when knights and their men were first bringing to Europe the products and customs of the East. Among these, along with spices, fine cloth and precious gold and ivory, were hand-painted playing cards, expensive and rare almost beyond belief.

Once in Europe, cards became fashionable and popular with the nobility almost immediately, and card playing became common throughout the Continent. Medieval Italy, then at the beginning of its Renaissance, was probably the most important card-playing country at the time, however, and from a deck developed there in about the fourteenth century comes in essence our modern pack.

This "tarocchi" deck, as it was called, had a trump (originally "triumph") suit of 22 "atouts" in addition to four 14-card suits. The atouts were curiously decorated and represented the 22 most important physical and spiritual forces affecting mankind, such as lightning, religion, temperance and death.

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It is in the four common suits that card historians are most interested, for these are the bases of the four suits of our modern deck. Each represented a social position in life in the Middle Ages: the nobility, symbolized by swords; the clergy, by cups; the tradesmen, by coins; and the peasants, by staves. These are today's spades, hearts, diamonds and clubs, respectively.

The face cards in the tarocchi deck correspond generally with those in our own, with one exception; while both the old and the new have kings, queens and knaves (the latter are "cavaliers" in the Italian pack), the older deck also has an "under knave" or "valet." The cavalier and valet apparently were combined in one card when northern countries began to produce packs of their own.

Interesting enough, the medieval tarocchi cards are still being used in the Piedmont, in Italy, where they were first developed six centuries ago; the design has changed but little and the game is apparently the same as in the days of the Medici and the doges of Venice and Genoa. The deck is also occasionally seen in America, where gypsies use it in telling fortunes.

THE FIRST PRINTED CARDS

Until the invention of printing, playing cards were almost exclusively the property of the rich and noble-born, who would commission leading artists to prepare decks especially for them and their families. The work in some of these old decks was of amazing artistry and skill, comparing favorably with other examples of Renaissance art.

In the Morgan Library of Madison Avenue in New York there are 35 such cards, painted in Italy in the fifteenth century for Gleazzo Maria Sforza, member of the great family of that name and Duke of Milan from 1444 to 1476. To see these gold-encrusted pasteboards is to appreciate the beauty and fabulous worth of playing cards in those times.

A hundred years or more before these cards were painted, Spanish and Italian monks were experimenting with a new "laborsaving" device that was to lead eventually to the invention of printing. This device was a wooden block cut

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so expertly that it could be pressed against a piece of manuscript paper to leave the outline of an initial letter, thus saving hours of freehand drawing.

After the engraved initial letter was developed, the next step in the history of printing was the use of wooden blocks to print playing cards. Later similar blocks were used for printing fabrics, religious pictures and entire words, until finally in 1440, Gutenberg of Mainz, Germany, introduced movable type.

Since the time of Gutenberg, the history of printing has in many respects paralleled the history of playing cards: for as card games became popular, there was increased demand for fine-quality, low-cost cards, a demand that found a response in many improvements in the printing art. As a result, today's playing cards are without question among the finest examples of printing and paper making of their kind and at their cost in the world.

CHANGES IN CARD DESIGNS

During the Middle Ages, five standard decks of European playing cards appeared, which have survived until the present time. One is the tarocchi deck mentioned above; the others are the Italian deck of 40 cards, the Spanish deck of 48 cards, the German deck of 32 cards and the French and English-American deck of 52 cards. The last is the most widely used today. All these decks have four suits, although their names and symbols are different.

From time to time attempts have been made to change the number of cards and even the suits in the various decks; but with few exceptions these attempts have failed because they necessarily interfered with the method by which popular card games were played. In our own 52-card deck the only permanent change in centuries has been the addition of the joker.

In 1935, an extra green suit, called "Eagles" in this country and "Crowns" in England, was introduced, but it never took hold. Another attempt at revision, for the purpose of permitting an even deal when three, five or six are playing, was the 60-card deck. Four elevens and 4

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twelves, ranking between the ten and jack, were added, but the idea, an essentially sound one, made little headway with the card-playing public.

The history of playing-card designs, however, is a different story. Until recent times these depended only on the whims and vagaries of the printer and his public. Face cards in particular changed constantly, for one reason because pictures of actual kings, queens and princes were often substituted in the deck for the older, traditional figures.

The patriotism and high public interest caused by war has always affected the design of playing cards, and special war decks have been published during every major conflict from the Middle Ages until the present day. Most of the decks, of course, exalt the rulers and soldiers of their own country by putting their pictures on the face cards, but others defame the enemy with ugly caricatures of the opposing generals and rulers.

Among the most interesting of all war decks have been those published in the United States. During the First World War, a number of decks appeared in which dough-boys were kings and Red Cross nurses were queens, while similar packs of cards were published during the Spanish-American, Mexican, and Civil Wars. In the Civil War, incidentally, the Southern forces had a deck showing a whole galaxy of Confederate statesmen and generals, which is especially notable because it was produced in New York City in 1863 and was apparently smuggled into the South.

Occasionally during the history of playing cards, much more serious attempts have been made to displace the royalty of the playing-card deck, particularly in France during the Revolution, in this country after 1776 and in Soviet Russia. However, the kings, queens and knaves still remain—stylized portraits of rulers who at one time or another were actual and very famous men and women.

EDUCATIONAL PLAYING CARDS

Although today the backs of playing cards have attractive pictures and designs, originally they were left perfectly plain or at best were given only an elementary line pattern.

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To make up for this plainness, printers early learned to decorate the faces of playing cards, putting the suit sign and number in a corner or along an edge and using the rest of the space for "educational" words and pictures.

Card playing now, of course, is a regular recreation activity in many American and European schools because it helps to increase poise and overcome shyness. But the educational cards of three or four centuries ago were meant to educate children in a different manner by giving them actual bits of knowledge which they could study as they played. The subjects treated included everything from reading, writing and arithmetic to history, astronomy, geography, music, military science, heraldry, logic and even Latin.

No one knows when the first educational deck was published, but certainly one of the very earliest was printed by Dr. Thomas Murner, a German philosopher born about 1460. This deck was supposed to teach natural science, as natural science was understood in those days, and it was particularly important because Dr. Murner was one of the most noted educators of his time, so famous that because of his teaching abilities he was once spared from being burned at the stake for witchcraft.

Educational cards soon became popular with adults as well as with children. People were starved for pictures, particularly those which were gaily colored, and to satisfy the demand, card printers sprang up throughout Europe. At the beginning of the sixteenth century there were enough manufacturers in England alone to make up a guild and earn a royal charter.

Current events were a popular subject for educational cards, and in English history various decks have survived which picture the defeat of the Spanish Armada, the English Revolution, the Monmouth Rebellion, the South Sea Bubble and other events. Some of these were bitterly satirical, the South Sea Bubble cards particularly railing at the fraud and deception which had brought ruin to so many thousands of people in this first of all modern market crashes.

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Political propaganda also appeared in some of the decks. A famous example is one published in Holland by English exiles during the reign of Cromwell and smuggled into England to incite rebellion; typical is one card showing Cromwell hypocritically praying while Charles I is being decapitated. In those days, of course, even the possession of this card would have been treason punishable by death.

Most of the cards published in Europe during the period were in a lighter vein. One deck provided a complete song with words and music on each card; another, a group of fancifully decorated humorous proverbs; and a third, a whole set of 52 love mottoes, all embellished with pictures of fauns, nymphs and any number of cupids. Even if a card player in those days drew poor cards, he could obviously never lose interest in the hand itself.

Educational decks were the forerunners of the modern souvenir deck, and as such are even more popular today than they were in the sixteenth and seventeenth centuries. In earlier times, however, they had an importance aside from their significance as playing cards; for in a real sense they filled the place of the modern illustrated magazine by presenting to an eager public all the big news events, songs, politics and fashions of the time.

CARDS IN THE NEW WORLD

No account of the history and romance of playing cards is complete without reference to the fascinating early history of cards in New York. Even before printing presses were used in America, cards were being manufactured there. They were fashioned by early settlers from leaves, sheepskin and deerskin and painted by hand.

Following the erection of the first American paper mills in the seventeenth century, many printing establishments took to producing playing cards as a profitable side line. Ben Franklin was a leading manufacturer of his time, first in Boston and then in Philadelphia; in 1731, incidentally, he used some of his own cards as insulation for the famous electrical friction machine he built in that year.

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The first paper currency ever issued in America consisted of IOU notes written on the backs of playing cards in 1685 by Jacques de Meulles, French governor in Quebec. In a country where paper was scarce, cards were also used for any number of other purposes. Legend has it, for example, that Lord Jeffrey Amherst used to write social invitations on them for his balls and soirees, a custom, incidentally, which is still socially smart.

The custom of using playing cards for other purposes than games was not restricted to the New World in early days. There are cards in existence carrying the notation in French that the bearer is an "authorized" workman for the purpose of demolishing the Bastille in Paris at the time of the Revolution. In 1765 in Philadelphia, however, cards were put to what is probably the strangest use of all time: they were admission tickets to classes at the University of Pennsylvania.

From the Atlantic seaboard playing cards naturally moved westward with the pioneers and early settlers; by the middle of the nineteenth century they were already America's most popular form of recreation. The works of such great American writers as Mark Twain, Bret Harte and O. Henry are full of references to card players and card games, and some of the most colorful legends of all the West are concerned with them; for example, the story of Wild Bill Hickock's ten of spades, from which he once shot out all the suit signs at 12 paces.

LEGENDS BEHIND THE CARDS

During the course of more than five hundred years, it is natural that many of the cards in the playing-card deck have gained a special significance and romance. One of the best examples is the nine of diamonds, which since the eighteenth century has been called "the curse of Scotland" because in 1746 the Duke of Cumberland wrote an order on this card commanding his soldiers to have no mercy on the Scottish troops captured at the Battle of Calloden.

The six of hearts is a symbol of loyalty and honesty at

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the risk of death. In 1688, Colonel Richard Grace, although knowing King James II was a defeated man, penned his refusal to capitulate to William of Orange on this card. His message was, "Tell your master I despise his offer, and that honor and conscience are dearer to a gentleman than all the wealth and titles a prince can bestow."

Originally all face cards were portraits of actual personages, and some experts believe that even yet the stylized kings, queens and knaves of today's deck contain vestiges of these original drawings. The king of hearts, for example, is believed to be Charlemagne and the jack of spades one of his lieutenants, a soldier named Hogier La Danois.

Whether either the great emperor or his trusted general would actually recognize himself in today's heart king and spade jack, of course, is a question; for partly through conscious improvements in the original drawings and partly through errors, the face cards have gradually changed from the crude fierce drawings of the Middle Ages. The huge swords have degenerated into merely fanciful objects; dominating countenances have relapsed into expressions of peace and contentment; whiskers and mustaches have become merely delicate lines.

Throughout all these centuries of change in the design of playing cards, however, the purpose of cards has never changed. They are still, as in the times of the Crusades, a means of playing games and having fun—the most popular means that mankind has ever known and the most democratic.

CARDS AND THE LANGUAGE

The effect of cards on social life is apparent, but probably many people do not realize the lasting imprint of the jargon of the card table on our language. The following are some of the colorful, commonly used phrases that have become an integral part of American speech: an ace in the hole; holding all the trumps; stand pat; calling the turn; getting down to cases; a square deal; a new deal; the edge; it's in the cards; follow suit; leading from strength; that's the joker; right bower; layout; piker; break even; in hock; euchre.

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AN ANECDOTE

Richard Middleton, a soldier attending divine service, with the rest of the regiment at a church in Glasgow, instead of pulling out a Bible, like his brother soldiers, to find the parson's text, spread a pack of cards before him. This singular behavior did not long pass unnoticed by both the clergyman and the sergeant of the company to which he belonged. The latter in particular requested him to put up the cards and, on his refusal, conducted him after church before the mayor, to whom he preferred a formal complaint of Richard's indecent behavior during divine service.

"Well, soldier!" said the mayor, "what excuse have you for this strange scandalous behavior? If you can make any apology, or assign any reason for it, it's well; if you cannot, assure yourself that I will cause you, without delay, to be severely punished for it."

"Since your honor is so good," replied Richard, "I will inform you. I have been eight days on march, with a bare allowance of sixpence a day, which your honor will surely allow is hardly sufficient to maintain a man in meat, drink, washing and other necessaries, that consequently he may want, with a Bible, prayer book or any other good book."

On saying this, Richard drew out his pack of cards and, presenting one of the aces to the mayor, continued his address to the magistrate as follows:

"When I see an ace, may it please your honor, it reminds me that there is only one God; and when I look upon a two or a three, the former puts me in mind of the Father and the Son, and the latter of the Father, Son and Holy Ghost. A four calls for remembrance of the four Evangelists, Matthew, Mark, Luke and John. A five, the five wise virgins who were ordered to trim their lamps; there were ten, indeed, but five, your worship may remember, were wise and five were foolish. A six, that in six days God created heaven and earth. A seven, that on the seventh day he rested from all that he had made. An eight, of the eight righteous persons preserved from the deluge, *viz.*, Noah and his wife, with his three sons and their wives. A nine, of the nine lepers cleansed by our Savior; there were ten, but one only returned to offer his tribute of thanks. And a ten, of the ten commandments that God gave Moses on Mount Sinai, on the two tablets of stone."

He took the knave and put it aside.

"When I see the queen, it puts me in mind of the Queen of

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Sheba, who came from the furthestmost parts of the world to hear the wisdom of Solomon, and who was as wise a woman as he was a man, for she brought 50 boys and 50 girls, all clothed in girls' apparel to show before King Solomon, for him to test which were boys and which were girls, but he could not until he called for water for them to wash themselves. The girls washed up to their elbows, and the boys only up to the wrists of their hands, so King Solomon told by that. And when I see the king, it puts me in mind of the great King of Heaven and Earth, which is God almighty; and likewise his majesty King George the Fourth, to pray for him."

"Well," said the mayor, "you have given a good description of all the cards except one, which is lacking."

"Which is that?" said the soldier.

"The knave," said the mayor.

"If your honor will not be angry with me," returned Richard, "I can give you the same satisfaction on that as any in the pack."

"No," said the mayor.

"Well," returned the soldier, "the greatest knave that I know is the sergeant who brought me before you."

"I don't know," replied the mayor, "whether he be the greatest knave or no; but I am sure he is the greatest fool."

The soldier then continued as follows:

"When I count the number of dots in a pack of cards, there are 365—so many days as there are in a year. When I count how many cards are in a pack, I find there are 52—so many weeks are there in a year. When I reckon how many tricks are won by a pack, I find there are 13—so many months are there in a year. So that this pack of cards is both Bible, almanac, and prayer book to me."

The mayor called his servants, ordered them to entertain the soldier well, gave him a piece of money and said he was the cleverest fellow he ever heard in his life.

CARD PLAYING IN THE UNITED STATES

A few years ago the first nation-wide study of card playing in this country was conducted by the Association of American Playing Card Manufacturers. In brief, the survey showed that cards are still the country's favorite social recreation and that contract bridge is still the most popular game—and on the increase.

CARD PLAYING IN THE UNITED STATES

More than four-fifths of families in the United States—83 per cent, to be exact—play cards, the survey indicates. And just in case this seems high, cards are found in 87 per cent of American homes. Most of the 4 per cent who own but do not play cards explained that they kept them on hand for “company” or other members of the family.

For comparison—83 per cent of United States homes have radios, 36 per cent have telephones, 73 per cent have electricity.

On the basis of the survey, more people play cards than take part in any other form of recreation except listening to the radio, going to the movies and reading. The playing of cards extends through all income levels.

RUMMY, SOLITAIRE AND 75 OTHER GAMES

The most widely *known* card game, and undoubtedly the best known game of any kind, is rummy, the survey indicates. Of all families interviewed, 49 per cent play rummy, 45 per cent know solitaire, and 44 per cent play contract bridge.

BEST KNOWN CARD GAMES

(Each symbol represents 3 per cent of families interviewed who know how to play these games)

		<i>Per Cent</i>
Rummy	♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠	49
Solitaire	♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠	45
Contract	♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠	44
Poker	♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠	37
Auction	♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠	34
Pinochle	♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠	33
Hearts	♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠	30
Five hundred	♠ ♠ ♠ ♠ ♠ ♠	22

Poker has been played by more people at some time or other than any other card game. Contract bridge comes next, followed by rummy, pinochle, gin rummy, solitaire, hearts, auction bridge and whist, in the order mentioned. This was determined by the question, “What card games do you ever play?” Although poker is the preferred occa-

CARD PLAYING IN THE UNITED STATES

sional game, solitaire is the game played most frequently by its devotees. However, more people currently are playing contract bridge regularly than any other card game. This was determined by the question, "What game did you play the last time you played cards?"

THE NINE MOST POPULAR CARD GAMES

Although two card games are slightly better known, contract bridge is by all odds the most popular and is played by far the most often. It is the favorite card game of 47 per cent of the women and 30 per cent of the men interviewed in the United States.

The nine most popular card games and the percentage of persons preferring each are

<i>Game</i>	<i>Women, per cent</i>	<i>Game</i>	<i>Men, per cent</i>
Contract.....	47	Contract.....	30
Auction.....	18	Poker.....	22
Pinochle.....	11	Pinochle.....	21
Rummy.....	7	Auction.....	10
Five hundred.....	6	Rummy.....	6
Poker.....	5	Five hundred.....	4
Whist.....	3	Whist.....	3
Solitaire.....	2	Hearts.....	2
Hearts.....	1	Solitaire.....	2

Since contract is past the "fad" stage and the furore over the game has subsided, some assume that it has slipped.

This study indicates that more bridge is being played today than in 1935, usually considered a banner year, and that the number of bridge players has also increased considerably. Of bridge players asked, 60 per cent said that today they play as much as, or more than, they did five years ago.

The surprising social significance of bridge in America is perhaps best indicated by the frequency with which the game is played. Among both auction and contract players questioned, 41 per cent play once a week or oftener and

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another 16 per cent play once a fortnight. Also of interest is the fact that 35 per cent of women bridge players belong to bridge clubs.

FAMILY CARD-PLAYING HABITS

More people play cards with outsiders than play cards with their families. Rummy is the outstanding family game. Poker is the outstanding "party" or "outsiders" game. It is followed closely by contract and auction bridge.

CARDS FOR CHILDREN

The popularity of cards among children was clearly indicated by the survey, with 45 games mentioned by the families interviewed as favorites. Surprising, however, was the number of adult games which children played—particularly was this true of contract, auction and pinochle—and the number of "party" games at which many children can play. Approximately one-half of the children between the ages of ten and fifteen play card games. The great majority of parents have no objections to their children's playing cards.

HOW TO USE THIS BOOK

1. If you are looking for some particular game, you will find it listed alphabetically in the index at the back in bold-face type. If it is not listed there under the name by which you know it, turn to the group of games of which it is likely to be a member; *e.g.*, if it is a pinochle type of game, you will probably find it somewhere in the group called Pinochle and Related Games.

2. If you wish to check some rule or point of procedure in a game, look under the appropriate section heading. Thus, rules of play will be found in the section called The Play; the rank of cards will be found in the section called The Cards, etc. Irregularities will be found in the section called Additional Rules.

3. If you wish to learn some game with which you are unfamiliar, follow the description of it step by step with the aid of a deck of cards, dealing out the cards and making the plays as described. The descriptions of virtually all the games in this book (accompanied in many instances by diagrams) have been so planned that you should have little trouble learning the principles in this way.

4. If you wish to acquaint someone else with a game you know, but want to make sure you are teaching it properly, you will find that the plan of that game in the book has been designed to help you organize your information in the most effective manner.

5. If you wish to find some game appropriate to a certain number of players or to a large group, you will find this information in the section called Games according to the Number of Players.

GENERAL GUIDE TO CARD PROCEDURE



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GENERAL GUIDE TO CARD PROCEDURE

INTRODUCTION

The notes in this section are a kind of general résumé of standard card procedure. Though intended primarily for the information of the neophyte, they may be profitably read by card players of all degrees of experience.

THE CARDS

Most games use the standard deck which contains 52 cards plus (usually) a card marked "joker" and one or two extra cards which may also be used as jokers, though not so marked.

A number of games call for "stripped" or "short" decks, but these can be made up usually by taking out certain cards from the standard deck and putting them aside.

Standard decks are made up of four suits: spades, represented by this suit-marking pip or spot ♠; hearts, by ♥; diamonds, by ♦; clubs, by ♣. Spades and clubs are black; hearts and diamonds, red (see illustrations, facing pages 404-405).

Each suit contains 13 cards as follows: ace, usually noted in descriptions of games as A; king, K; queen, Q; jack (knave), J. The last three are known as "face cards," "picture cards" or "court cards." Other cards are ten, nine, eight, seven, six, five, four, three (trey), two (deuce). These are also called "spot cards," thus, the four spot, six spot, etc. In most, but not all, games, the cards rank in the order given.

In pinochle games a special pinochle deck consisting of 48 cards is generally used when available. This consists of eight of each of the following, two in each suit: ace, ten, king, queen, jack, nine. Their rank is as given, and there are no cards below the nine spot.

Some games call for the use of two or more decks shuffled together as one, so that it is wise to keep several decks handy at all times. The use of two decks in games where only one deck is used at a time also tends to speed up the shuffling and dealing process. While one player deals one deck, another player shuffles the other deck preparatory to cutting (see Contract Bridge, Sec. 5, page 89, for further details).

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CUTTING

After dealer's shuffle, the deck should be cut by the player at the dealer's right.

The cut is made by lifting a top section of the deck and placing it face down on the table toward the dealer.

The divided sections of the deck must each contain at least as many cards as will go to make a trick. If the game is played without tricks, each section must contain at least as many cards as go to make up a hand. In poker, the requirement is that each section must contain at least as many cards as there are players in the game.

It is customary to make the cut toward the dealer, who is the only one who may complete the cut. He does this by taking the bottom section of the deck and placing it on top of the section cut by the player at his right. This completes the cut legally. He may signify that he accepts the deck without a cut by tapping the cards.

But in stake games, poker in particular, many players insist that the deck be cut. If the regular player refuses to do so, they permit any other player to make the cut.

It is customary to cut the deck only into two sections. Some permit a multiple-section cut in stake games to guard against any chance of dishonesty by the dealer.

It is not generally permissible to allow a recut of a cut deck unless there is some dispute as to whether it was cut properly or not.

DEALING:

The method of choosing the first dealer varies. In most games players cut cards or draw them. Generally the one who has the highest card is dealer when the deal is an advantage, and the one who has the lowest card deals when the deal is a disadvantage.

Another method is for someone to turn cards face up in front of each player in turn and in rotation, one at a time, until an ace or a jack is turned. That card designates the first dealer.

In some games it does not matter who the first dealer is.

GENERAL GUIDE TO CARD PROCEDURE

The turn to deal for subsequent hands usually passes around the table to the left, player by player. In some countries, France for one, the turn to deal goes to the right.

Dealer is required generally to hold the entire deck in his hand while dealing. He may not deal from a cut portion.

In some games, however, where multiple decks are used—particularly banking games—dealer is permitted, after the deck has been cut, to take a portion of the deck from the top and deal from it. He then lifts the other portions as needed.

The custom in the United States is for the deal to begin with the player at dealer's left and be continued in clockwise rotation. Every player must receive the same number of cards in every round of the deal. (A round of the deal begins with player at dealer's left and ends with dealer.) The only exceptions to this rule are in games where the last card is turned up for trump, or where it does not matter in the last round whether the cards deal out evenly.

Dealer must deal the number of cards in each round as provided for by the rules of the game. He may not vary them at will.

It is customary for players to wait until the deal is completed before touching any of their cards. This permits all players including dealer to begin arranging cards at the same time. It also prevents any confusion in case there is a mistake in the deal.

Most games have rules governing misdeals. The principle generally is this: If the deal is an advantage, a misdeal loses the deal. If the deal is a disadvantage, the dealer must deal again in case of a misdeal.

ARRANGING CARDS

Most players arrange their cards in suits in alternating colors, black, red, etc., or red, black, etc., to prevent confusing suits of the same color. Most experienced players, however, vary the order in which they arrange their suits in their hands. Observant opponents can tell a lot about the distribution of cards in the hand of a player who makes a

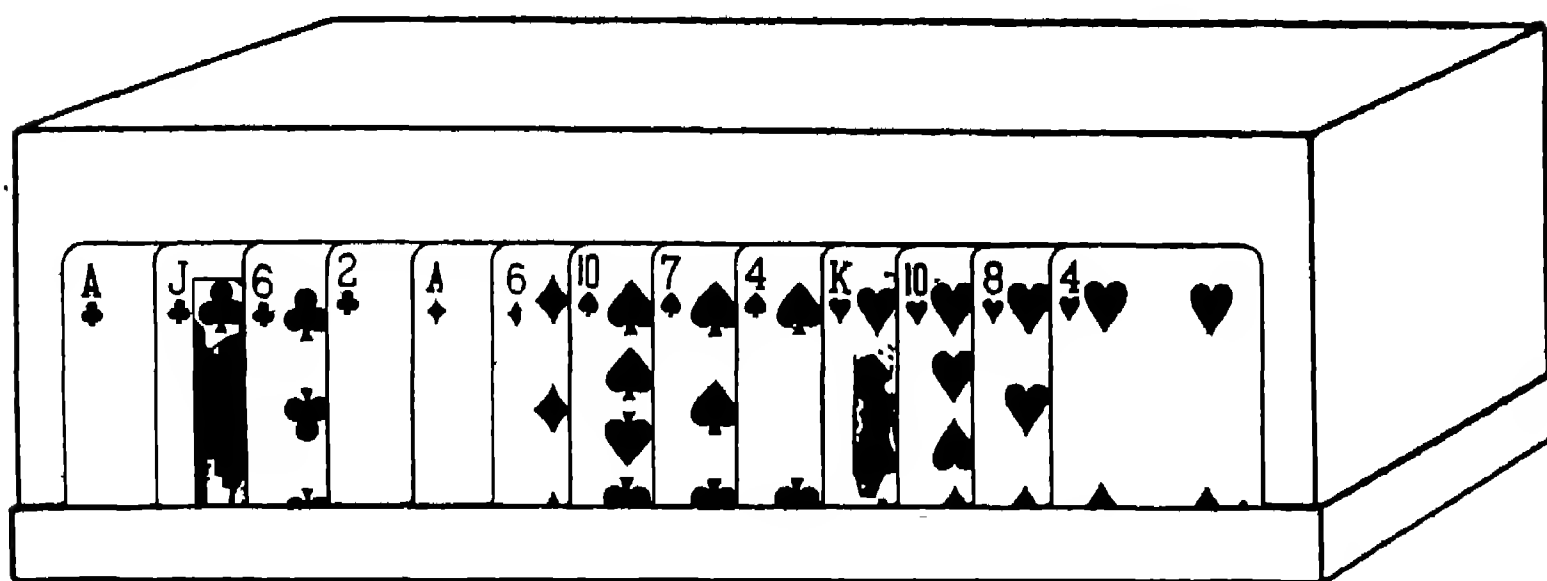
GENERAL GUIDE TO CARD PROCEDURE

habit of arranging his suits in a certain way every time. They note from what part of his hand he makes his plays.

CARD HOLDERS

When two players wish to play a four-handed game, each playing and looking at two hands at the same time, the use of a card holder makes it easier to handle two hands.

Many card tables have slits around the edges in which a player can place one hand so that it faces him and cannot be seen by opponent.



Commercial card holders are available. But a simple and efficient card holder can be made in the following manner:

Take any small cardboard box about the size of a shoe-box. Turn it upside down with the lid on between you and opponent in the center of the table. You will find that the cards of one hand can be placed upright between the box and the edge of the lid so as to face you. They will not be visible to opponent (see above).

According to the game played, one player leads from his hand, opponent then plays from his hand; then the first player plays from the hand in the card holder, the second player also plays to the trick from the hand in his card holder, making 4 cards to a trick. Play continues in this fashion until all tricks are played.

The card holder will also prove useful in a two-handed game when for any reason one player cannot hold the cards and play at the same time.

GENERAL GUIDE TO CARD PROCEDURE

BIDDING

The turn to bid begins with some designated player, usually dealer or the player at his left, and continues to the left, each player waiting until the one at his right has made some declaration.

The standard declaration when unable or unwilling to make a bid is to say distinctly, "I pass" or "Pass." Gestures or other declarations, such as "By me," "By," "No bid" or "No," often cause misunderstandings of the player's intentions.

In partnership games where there is bidding, players should be careful to make their bids without inflection or emphasis which may convey illegal information to partner. The etiquette governing the bidding is covered in detail in *The Laws of Contract Bridge*, pages 177 to 179.

Bids once made may not be withdrawn and may be changed only if they are insufficient to overcall someone else's bid. The player is then required to make the bid sufficient.

This general rule is particularly important in a partnership game where a bid once made gives important information to a partner.

THE RULES AND THE PLAY

All important games have strict rules governing play which should be carefully observed by the players, not only because it puts everyone on an equal footing, but because it makes for a better and far more enjoyable game.

Most games if played with too much informality lose their interest after a few minutes' play. If a player finds the rules of a game too strict and confining for him, he should either observe them in the interests of fair play or suggest that some other game be played instead, where the rules are less strict.

The bane of most card games is the play out of turn. Players should exercise special care to make their plays only when their turn to do so comes.

If a player leads a card when it is not his turn to do so,

GENERAL GUIDE TO CARD PROCEDURE

he may be giving valuable, but illegal, information to his partner; and if two are teamed against one in a three-handed game, this information is often important enough to determine the fate of a closely bid contract.

Plays should be made without gestures or undue emphasis which are likely to convey information beyond that given by the card itself.

The etiquette for play given in the section Proprieties of the Auction and Play in *The Laws of Contract Bridge* (page 177) applies to most other card games.

TRUMPS

A player who has never played a game in which trumps are used is likely to have some difficulty at first in comprehending their function.

The word "trump" is a corruption of "triumph," which means "to conquer." Trumps are therefore literally conquering cards, winning over nontrump cards because of special powers given to them in play.

Usually the cards of some entire suit may be trumps, but sometimes only certain cards. Trumps are chosen in different ways according to the game. In many the right to name the trump suit is bid for competitively. In others the trump suit is decided by turning up a certain card. In either of the foregoing methods, the particular suit named trump holds that rank only for that deal.

Another way is to establish some suit or certain cards as permanent trumps, in which case trump for the game is the same deal after deal. In some games, euchre, skat and spoil five (to name three), cards of other suits beside the trump suit also are trumps. In the last two games certain cards are permanent trumps, regardless of which suit is the trump suit in the deal. Or, finally, suits may become trumps in an arbitrary order of rotation. This last method is rare.

When a suit has been given special rank as a trump suit, it means that the lowest ranking card in it will beat in play the highest ranking card of any other (nontrump) suit, usually called a "plain" suit.

GENERAL GUIDE TO CARD PROCEDURE

Example: In a game where ace is the highest ranking card in a suit and deuce (two) the lowest, a deuce of trumps will beat an ace in a plain suit, but will be beaten in turn, of course, by a three, four or other higher trump.

Consequently, because of the power of trumps, even the smallest ones, players in bidding will naturally try—all things being equal—to establish as trump the suit in which they have the most cards.

SCORING

The scoring in most games can be done simply with a pencil and a sheet or pad of paper. Each player's score is noted in a separate column under his name or initials.

In poker, most banking games and some others, it is convenient to use chips or checks. These are small disks made of ivory or plastic and are usually colored white, red, blue and sometimes yellow. The value of the chips is discussed in Sec. 6 of the General Rules of Poker (page 452). If no chips are available, other counters may be used—beans, buttons, matchsticks, etc.

Where frequent and rapid scoring is necessary, the most convenient method is the cribbage board described on page 262.

In games where scoring runs into the hundreds, it is customary to use the unit method of scoring. The total for a game is brought to the nearest even hundred, the terminal zeros canceled and the remaining digit set down as the score.

Example: The score is 780. This becomes 800, which is reduced to 8.

SETTLEMENT

When the time for settlement comes at the end of the session, scores are compared.

The Difference in Two Scores: If two are playing, the one with the better score collects according to the difference between his total and opponent's. Thus if player *A* has a score of 320 and opponent a total of 170, *A*'s winning margin is 150. A value is usually set per point beforehand, and settlement is made on that basis.

GENERAL GUIDE TO CARD PROCEDURE

In partnership games the same principle is used as above with each member of the winning side collecting from one opponent, not both, *i.e.*, one collects from one opponent and his partner collects from the other.

The Difference in All Scores: When three or more play each for himself, settlement may be made on the difference in all scores. Here is the way it works: Suppose four are playing. *A* has 1,030 points; *B*, 760; *C*, 680; *D*, 310. *A* wins 270 from *B*, 350 from *C* and 720 from *D*. *B* wins 80 from *C* and 450 from *D*. *C* wins 370 from *D*.

The formula for determining each player's net winnings or losses is as follows: Each player multiplies his scores by the number of *other* players. He subtracts from this figure the total of all the other players' scores. The result if plus indicates his winnings; if minus, his losses. Applied to the above example (with the terminal zeros canceled):

<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>
103	76	68	31
$\times \quad 3$	$\times \quad 3$	$\times \quad 3$	$\times \quad 3$
<u>309</u>	<u>228</u>	<u>204</u>	<u>93</u>
<u>-175</u>	<u>-202</u>	<u>-210</u>	<u>-247</u>
+134	+ 26	- 6	-154

On the Average: To reduce the size of losses in a game in which three or more play, the method of settling "on the average" is recommended. This is particularly useful when there are plus and minus scores.

Here is the way it works: Total the scores of the players who are plus; subtract the scores of the players who are minus. Divide the result by the number of players in the game. This is the average score. Each player whose score is below the average pays the difference into a pool and every player whose score is above the average collects the difference from the pool.

Example: *A* scores +70, *B* -40, *C* +210, *D* +180. Total plus scores equal +460. Subtract from this -40, leaving +420. Divide 420 by 4 (the number of players), which gives 105, the average. *A* is 35 points below the aver-

GENERAL GUIDE TO CARD PROCEDURE

age and pays that amount into the pool. *B* pays 145. *C* collects 105. *D* collects 75.

Pie: In sociable round and banking games, many players favor the "pie" procedure of keeping in the game a player who loses his table stake. Generally, this is done by everyone's chipping in equally to provide the player with a new stake.

Some play that when any player loses a certain sum, he may continue in the game without a further stake until the end of play. If he wins anything, he may keep it and use it in play. If he loses, he does not have to pay.

DURATION OF PLAY

To avoid disputes it is advisable, generally, to set a specified time limit for a session of cards, at the expiration of which any player who chooses to may feel at liberty to leave the game. The others, if they so desire, may continue play after setting a new time limit.

Instead of a time limit, players may agree beforehand to play a certain number of rounds of dealing, games, hands or points.

The matter of setting a time limit for play is especially important in stake games where much hard feeling can thus be avoided.

CARD POINTERS BY EDGAR ALLAN POE

Of all the sound, useful advice given to the player who would be an expert, it is difficult to find any better than that stated by Edgar Allan Poe in an introduction to his "Murders in the Rue Morgue." Though the passage refers specifically to whist, it is certainly applicable generally to most card games.

The passage follows:

Whist has long been noted for its influence upon what is termed the calculating power; and men of the highest order of intellect have been known to take an apparently unaccountable delight in it, while eschewing chess as frivolous. Beyond doubt there is nothing of a similar nature so greatly tasking the faculty of analysis. The best chess player in Christendom may be little

GENERAL GUIDE TO CARD PROCEDURE

more than the best player of chess; but proficiency in whist implies capacity for success in all those more important undertakings where mind struggles with mind. When I say proficiency, I mean that perfection in the game which includes a comprehension of all the sources whence legitimate advantage may be derived. These are not only manifold but multiform and lie frequently among recesses of thought altogether inaccessible to the ordinary understanding. To observe attentively is to remember distinctly; and so far, the concentrative chess player will do very well at whist; while the rules of Hoyle (themselves based upon the mere mechanism of the game) are sufficiently and generally comprehensible. Thus to have a retentive memory and to proceed by "the book" are points commonly regarded as the sum total of good playing. But it is in matters beyond the limits of mere rules that the skill of the analyst is evinced. He makes, in silence, a host of observations and inferences. So, perhaps, do his companions; and the difference in the extent of the information obtained lies not so much in the validity of the inference as in the quality of the observation. The necessary knowledge is that of what to observe. Our player confines himself not at all; nor, because the game is the object, does he reject deductions from things external to the game. He examines the countenance of his partner, comparing it carefully with that of each of his opponents. He considers the mode of assorting the cards in each hand; often counting trump by trump, and honor by honor, through the glances bestowed by their holders upon each. He notes every variation of face as the play progresses, gathering a fund of thought from the differences in the expression of certainty, of surprise, of triumph or of chagrin. From the manner of gathering up a trick he judges whether the person taking it can make another in the suit. He recognizes what is played through feint, by the air with which it is thrown upon the table. A casual or inadvertent word; the accidental dropping or turning of a card, with the accompanying anxiety or carelessness in regard to its concealment; the counting of the tricks, with the order of their arrangement; embarrassment, hesitation, eagerness or trepidation—all afford, to his apparently intuitive perception, indications of the true state of affairs. The first two or three rounds having been played, he is in full possession of the contents of each hand, and thenceforward puts down his cards with as absolute a precision of purpose as if the rest of the party had turned outward the faces of their own.

RUNNING A TOURNAMENT

The system for handling competitive play between individuals or pairs, which will be described below, is one familiar to sports fans as the "bracket and elimination method." It may be used for practically any card game. In the description, pairs or individuals will be referred to as "sides." Eight sides make the best minimum and thirty-two the best maximum.

BRACKETING

Sides are matched against each other in brackets. Their positions in the brackets are usually drawn for by lot, though they may be set arbitrarily by the tournament director if he knows the capabilities of the sides and can bracket them accordingly. In arbitrary bracketings, the seeding method is generally used (see page 30).

Eight, sixteen or thirty-two sides may be matched as illustrated in the diagram, page 29.

BYES

When there are more than 8 sides but fewer than 16, the bracketings should be handled in the following manner: Subtract the number of entries from 16, and the difference represents the number of byes which must be awarded in the first round of play. The remaining sides are bracketed for play, and the winners will move on to the second round, the losers being eliminated from competition. The byes are then bracketed against each other in the second round, which will then have 8 sides including the byes—a full second-round bracket.

If there are more than 16 sides but fewer than 32, subtract the number of entries from 32 to find the number of byes. The second round of play will thus have 16 sides including the byes—a full bracket.

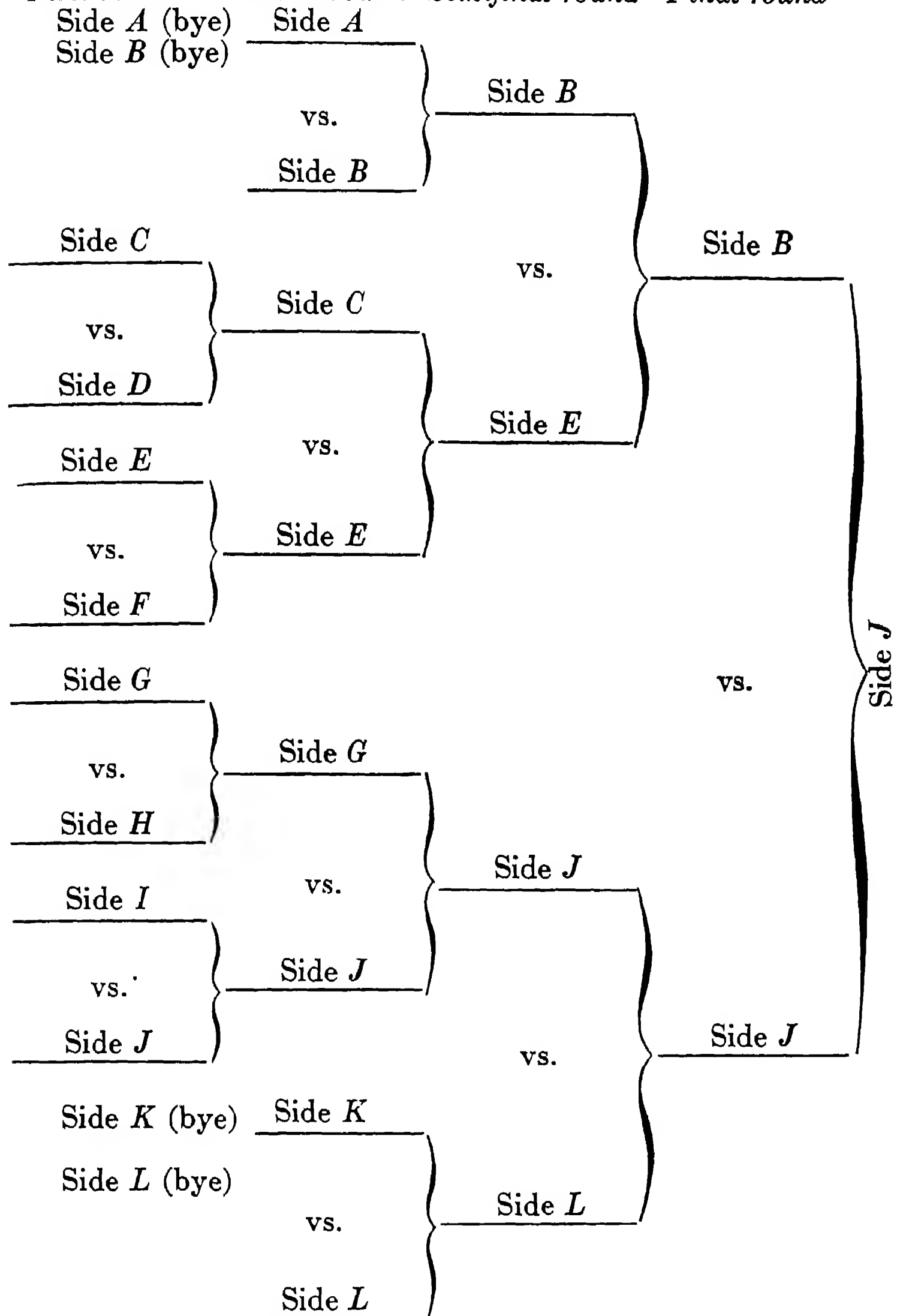
CONSOLATION BRACKETS

Usually when there are enough sides to warrant it, a consolation bracket is also run. Sides eliminated in the first

RUNNING A TOURNAMENT

ILLUSTRATION OF BRACKET PROCEDURE

First round Second round Semifinal round Final round



The winner is Side J and the runner-up is Side B .

BANKING GAMES

With few exceptions the games in this section involve stake play against a bank which pays or collects on wagers made by individual players.

The emphasis in most of the games is, of course, on chance and action, and they permit little opportunity for discretionary play on the part of the bettor.

The games are particularly suitable for occasions when it is desirable to allow for sociable group participation. Stakes need not be high for full enjoyment of these games. Very many people have a grand time playing for the fun of it with tokens, the main satisfaction coming from being the winner.

BLACK JACK OR TWENTY-ONE

(Also known as vingt-et-un, van-john and pontoon)

This game, related to chemin-de-fer, seven and one-half and baccarat, is a quick-action card game which vies in popularity with poker.

Generally there are two kinds of *black-jack* played. One is the house game with only one dealer and a set of rules designed to limit the natural advantages of the deal and so give the player a greater incentive to continue play against the house. The other is the sociable, "among friends" game where the deal, which goes from player to player, is a powerful advantage. It is wise to settle major points in rules before beginning play.

Any number from two up may play.

yers

Cards

The regular 52-card deck is used. The cards have a count as follows: Any ace, 11 or 1, whichever the player chooses;

BLACK JACK OR TWENTY-ONE

any king, queen or jack, 10; other cards, their face value (ten, 10; nine, 9; etc.).

To get cards in the deal which will come as close to a total count of 21 without going over that total.

3
Object of
the Game

The banker is the particular player who deals the cards and pays off or collects on bets made against him.

4
The First
Banker

The first banker may be decided in several ways. One method is to have anyone deal the cards around one at a time face up. First to get an ace or, as some prefer it, a jack in a black suit is the banker. Another method is to have the players cut, high card being the dealer (ace being low in the cut). Ties cut again. Any other method agreeable to all players may be used.

In the house game there is the same dealer throughout.

A betting limit is usually established before play begins. Or it may be decided that bets may be unlimited in size.

5
First Round
of Play

a. After the deck has been shuffled by the banker and cut by a player, the banker removes the top card, shows it to all players and places it face upward on the bottom of the deck. This is known as "burning a card."

b. Beginning at his left, banker gives each player, including himself, 1 card face down. The players then look at their cards, but without showing them, and place their bets—except banker. The bets may not be for a larger amount than the limit in a game which has a limit.

c. Banker then looks at his own card, after which he may declare, if he chooses, that all bets are doubled.

d. Banker then deals 1 more card face up to each player and to himself. If any player's first 2 cards give him a total of 21, he has a "black jack," more commonly known as a "natural."

e. If banker has a natural and no one else holds one, banker collects from each player double that player's bet.

f. If any player holds a natural but banker does not, then banker pays that player double his bet, and that player will become the banker after this deal. If more than one player

BLACK JACK OR TWENTY-ONE

holds a natural and banker does not, banker pays each double. But the bank will go to the player nearest dealer's left after this deal, and players who have been paid off withdraw from play for that deal. *21 made with more than two cards is not a natural.*

g. If both dealer and any other player or players hold naturals, banker wins only single bets from these players. Banker will retain the deal.

h. In any case, banker or player must pay off to a natural immediately. There is no further play in that deal when dealer holds a natural and no other player does. There is further dealing if at least one player besides dealer does not hold a natural.

It should be remembered that if banker has doubled the bets previously, as in *c*, pay-offs are actually redoubled, except as in *g* where they are only doubled. (For further information on betting limits see Stakes and Betting Limits in poker, Sec. 34.)

Alternate Rules

In house rules, each player places a bet in front of him before play begins. Then each player including the banker is dealt 1 card face down. A second card is dealt face down to all players except banker who receives his card face up.

If any player holds a natural and banker does not, that player is paid $1\frac{1}{2}$ times his bet. If banker holds a natural and no other player does, he is paid a single bet by each of the others. If banker and one or more other players hold naturals, the bets between banker and these players are called off. Called-off bets are known as "stand-off."

6 Further Play

When pay-offs have been settled and there is to be further play, banker begins dealing cards to the first active player at his left if the latter desires to draw more cards.

a. If the player wishes to draw further, it is usual for him to say, "Hit me." Banker then gives him a card face up from the top of the deck. If the player does not wish to increase his total count, he says, "Good" or "Enough" or "I'll stand," and he gets no more cards. But for each additional card that the player wishes dealt to him he says, "Hit

BLACK JACK OR TWENTY-ONE

me." If his total count does not pass 21, he stays in the game.

b. If a player's total count passes 21, he is required to turn his cards face down—"fold." He usually makes some announcement to the effect, but the act of turning down his cards is enough to indicate that he has "gone over," "gone overboard" or "busted." Banker collects the bet.

c. The banker plays to each other active player in turn to the left in the manner described in b and c. When he comes to himself, if there are still other players active in the deal, he turns up his face-down card and plays as many cards to himself face up and 1 at a time as he wishes. If he goes over 21, he pays to each player who has not gone over an amount equal to that player's bet. But he keeps all previous bets won.

d. If banker does not go over 21, he collects from any player whose total is not closer to 21 than his. He pays to any player whose total is closer to 21 than his. He collects from any player who has a total equal to his. The latter situation is also known as a "push."

e. If a player's *first* 2 cards are a pair, he may, if he chooses, "split" them; *i.e.*, his original bet stays on 1 card, and a like amount is placed on the other. He then draws to each and plays them separately against the banker. He is usually required to turn the cards face up if he splits them. He then gets his next card on each face down, and subsequent ones face up. He is usually required also to finish drawing to one before drawing to the next. He can win on either, lose on both or break even. But banker may not split.

Splits

f. Some permit a player to split his first 3 or 4 cards if they are of the same denomination, but this must be agreed upon beforehand and is not a general rule. In any case, like cards may not be split unless they come in consecutive order beginning with the first card dealt.

In house rules a player may split any pair dealt in the first 2 cards, but he need not complete play on one before

Alternate Rules

BLACK JACK OR TWENTY-ONE

starting on the other. He may call for either of them to be hit at either time.

In house rules a banker must draw another card if his total is 16 or less. If his total is 17 or more, he may not draw further.

7 Banker Continuing the Deal

After all bets have been settled, banker takes the cards played and lays them aside or puts them on the bottom of the deck face up. He then continues the deal from the unused part of the deck. Many require that dealer burn a card before continuing the deal to a player. He must show this card.

When he is down to the burned card, he takes all the cards already used, shuffles them, allows them to be cut and then continues the deal. But when he sees he has not enough cards for another deal he is usually permitted to gather all cards together, shuffle them, burn a new card and then begin the deal.

Many players require a new shuffle after a natural has been dealt.

8 Passing the Bank

There are several ways in which the right to be banker passes to another player. The rule generally followed is to pass the bank to a player who draws a natural, provided dealer does not also draw one. A bank which goes from player to player is also known as a "floating bank."

Other methods are to limit banker to a certain number of deals after which the bank passes to the next player at the left; or to allow him to deal until he has won a certain amount; or to pass the bank after he has come to the end of the deck; or to have the turn to be banker pass to the left after each deal. Some allow the banker to pass his deal if the size of the bets made against him are greater than he can meet. But the general procedure in this case is to have the players reduce the size of their bets.

If the dealer goes broke, it is customary to permit him to sell the bank to the highest bidder. But he must pay off any unpaid bets from the amount he receives for the sale.

BLACK JACK OR TWENTY-ONE

Many play that a player who buys the bank may not lose it until he has had at least three deals.

The following are some variations:

9

Variations

a. Many play that a player reaching exactly 21 in 5 cards gets paid triple his bet. Some also play that a player collects double if he has 5 cards without going over and triple if he has 6 cards without going over. Banker is excepted in any of the foregoing.

b. Many permit any player, except banker, with a count of 10 or 11 to turn up his cards, take 1 more card face down and collect double if he wins.

c. Many permit a bankrupt player to sell the bank to the highest bidder, the buyer holding it at least three deals.

d. Many players permit any player except banker to collect triple if he reaches 21 by drawing 3 sevens.

e. Some play that banker's second card in the first round must also be dealt face down.

f. Some play that when a player other than banker draws a natural, he collects all bets.

g. Some allow a player to redouble a banker's double.

h. Some play that on a split, naturals may not collect double.

i. Some play that when a player draws a natural, he collects the amount of his bet from each other player in addition to double from banker.

j. Some play that a player may add to his bet each time he draws a card.

k. Some call a pair of aces drawn on the first round a "natural", or play 10 to 1 for a natural with a black jack.

l. Some play that a player may bet on the turn of a card, calling, "Red" or "Black," dealer paying or collecting even money according to which color turns up.

m. Some play that a player may bet on the turn of a card, calling, "Odd" or "Even," dealer paying or collecting even money according to what number turns up. If a picture card turns up, the bet is called off.

n. Many do not permit a card to be burned if it is an ace.

o. Some require that if dealer wishes to double bets, he must show his face-down card.

SEVEN AND ONE-HALF

A 40-card deck is used in this variant of black jack made up by stripping out the tens, nines and eights. The remaining cards count as follows: king, queen, or jack, $\frac{1}{2}$ each; ace, 1; other cards, their face value.

The game is played exactly as in black jack except that the players try to get as close as possible to a count of $7\frac{1}{2}$ without passing it.

FIFTEEN

(Also known as quinze or cans)

In this variant of black jack for two players, the count that the players try to approach is 15. Aces count only 1 and the other cards as in black jack.

Each player puts up an equal stake, and the dealer begins by dealing 1 card face down to opponent and then 1 to himself. Opponent may stand on the first card or draw others 1 by 1. If he goes over, he does not announce it.

Dealer then draws to his card if he likes. When he is finished, both hands are shown. The one nearest 15 without passing it collects the bets. If there is a tie or both are overdrawn, bets are carried over to the next deal, each putting up a new stake.

The deal alternates.

THREE NATURALS

(Also known as macao)

In this variant of black jack there is no count for the picture cards or the tens, and the ace counts only 1.

Each player receives only 1 card face down in the original deal. The number to draw to is 9, but there are two other naturals, 8 and 7.

FARMER

For a 9 natural there is a triple pay-off, for an 8 natural a double pay-off and for a 7 natural a single pay-off.

The draw and play are as in black jack.

FARMER

In this variant of black jack the eights and all the sixes except the six of hearts are stripped from a regular deck leaving a 45-card deck.

The cards count as in black jack, except that the ace counts only 1. The idea is to get to 16 or as close to it as possible without going over.

Each player chips in equally to form a pool known as a "farm." Beginning with any player and proceeding from left to right, players bid for the right to be the dealer and banker, known as the "farmer." The highest bidder places the amount of his bid in the farm.

Each player receives 1 card face down in the deal. Beginning at the farmer's left, each player draws as in black jack but must take at least 1 card. If a player goes over 16, he does not announce it until the showdown.

Any player who holds exactly 16 collects the farm and takes over as farmer. If more than one player has 16, the farm goes to the 16 made with the help of the six of hearts. Otherwise, the farm goes to the 16 made with the fewest cards, and if there is a tie in that, player with the 16 nearest to dealer's left takes the farm, or the farmer holds the deal if he is one of those in the tie. If no one draws 16, the farm remains on the table and the same farmer deals.

Whether the deal passes to someone else or not, there is a separate pay-off. All those who went over 16 must pay the original farmer 1 chip for each point they went over. Players having less than 16 pay nothing to the farmer, and of those, the one nearest 16—whether he is the farmer or not—collects 1 chip from each of the others. Ties are decided as described above.

BACCARAT

Only an exact 16 can win the farm and the right to be farmer. When the farm is won, players chip in for a new one.

BACCARAT

(Also spelled baccara)

This famous game, popular in European gambling casinos, is related to black jack. It is hardly ever played in this country, though, and requires special paraphernalia. A summary of the game follows:

From three to eleven may play actively; more players can be accommodated as outsiders placing bets along with the active players though receiving no cards in the deal.

Three regular decks are shuffled together. Picture cards count 10 each; aces, 1 each; and other cards, their face value.

Players bid for the right to be banker, and the highest bidder puts up the amount of chips he bid as the bank. Banker takes his place at the head of a table down the middle of which there is a line. The other players take places at the right or left of this line, right or left being relative to the direction banker is facing.

The idea is to draw cards which will have a total count as close to 9 or any number ending in 9 as possible. *Example:* 15 would count as 5; 24 would count as 4, the first digit being disregarded.

A count of 8 is also desirable and both counts, 9 and 8, are known as "naturals." But a 9 beats an 8. Some play, however, that a 2-card 8 beats a 3-card 9. A count ending in 0 is known as "baccarat."

Before the play begins, each player except dealer places a bet on one side of the line or the other; or he may place a bet on the line known as *à cheval*. Other players and the spectators may also place bets. If the player on the right side of the line beats the banker, all players on that side of the line also win. If the player on the left side of the

CHEMIN DE FER

line beats the banker, all players on that side also win. If banker beats players on both sides of the line, he collects the bets placed on the line. If he loses to both, he loses to bets on the line. If he splits, the bets are a standoff.

Banker deals 1 card to the first player at his left, then 1 card to the first player at his right and finally 1 card to himself, all face down. He then deals 1 card to each again face down.

If any player holds a natural 9 or 8, he turns up his cards and collects immediately. If there are two naturals of equal count, the bets are a standoff. But if no naturals are drawn in the first 2 cards, players may each draw 1 more card. Player at banker's right gets his card first, if he wants it, but may stand on the cards he already holds. The player at the left then has the option of drawing 1 card or standing, and finally banker may take 1 card. All cards are then shown and player closest to 9 wins. Ties are a standoff.

Played cards are put aside, and the deal continues from the unused part of the deck. Players next in turn receive cards in the next deal, except that a player may stay in for the next deal if his bet was a standoff. The turn rotates among the active players. Banker may not reduce the size of his bank and continues to deal until he wishes to withdraw or loses his entire bank. The right to be banker then goes to the next player in turn, who must put up an amount equal to the previous bank. If he refuses, the right to be banker is auctioned off.

There are also banco bets. This means that a player wishes to bet against the full amount of the bank. He then plays both hands, and no bets by other players are permitted.

CHEMIN DE FER

In this variation of baccarat either three or six decks are shuffled together. Banker plays one player at a time, dealing the cards from a box known as a "shoe."

Banker sets the amount for his bank. Players may make

BANKER-BROKER

bets against all or any part of it. Player making the biggest bet becomes banker's active opponent and plays the other hand against him. The turn to bet goes to the left, but any player who bets banco goes against the banker alone and all other bets are called off. All bets may not total more than the bank.

Banker's opponent usually is required to stand on 6 or more, but must draw to 4. Bank goes to the next player to the left when banker is beaten, but the cards are not shuffled.

BANKER - BROKER

(Also known as Dutch bank or blind hookey)

This is among the simplest of banking games. It is played with a 52-card deck. Players cut for deal, high card being banker. The cards rank as in poker from deuce (lowest) to ace (highest).

Banker cuts the deck into enough sections so that each player including the dealer has a section of the deck in front of him face down. The section containing the bottom card is not used.

The players place their bets before or after the sections are cut, according to which method is decided beforehand. Banker then turns the sections up so that the bottom cards show. He pays off to bottom cards which are higher than his and collects from bottom cards which are lower or equal. Some play that equal cards are a standoff.

The turn to be banker passes to the player at the left after each deal, or banker may play a certain number of deals, or bank may be cut for after each deal, whichever the players decide beforehand.

Other ways of cutting the sections are these: Banker cuts as many sections as he pleases, then players make bets on

RED DOG

any sections they wish and leave one section for the banker. Or banker cuts only three sections, players betting on two of them and leaving the third for banker.

RED DOG

(Also known as high-card pool)

This is one of the most popular of action games. Long a favorite with Regular Army men, it has also been referred to as the "old army game."

Any number from three to eight may play.

1
Players
2
The Cards

The regular 52-card deck is used with the cards ranking exactly as in poker, deuce (lowest) to ace (highest).

Before the first deal each player chips in equally to a pool known as a "pot."

3
The Deal

Players may cut for deal, high card dealing, or decide by some other method. Players take seats in order of the rank of the cards cut.

After the shuffle and cut, dealer gives each player a hand of 5 cards, dealt 1 at a time per round in clockwise rotation.

Player at dealer's left has first turn.

4
The Play

a. He may bet 1 chip or any amount up to the size of the pot. He bets that one of his cards is of the same suit but higher in rank than the card dealer will turn up.

b. Dealer then burns the top card of the deck, *i.e.*, places it face up on the bottom of the deck after showing it to the other players. He turns up the next card of the deck.

c. Should the betting player hold a card of the same suit but higher in rank, he takes an amount equal to his bet

SIX-SPOT RED DOG

from the pot. If he holds no such card, he puts his bet into the pot.

d. The turn to bet then passes to the player at the left, and the play goes as in *a*, *b* and *c*. This procedure continues around the table. If a player wins, he shows only the winning card and places the rest of his hand face down in a discard pile. If a player loses, he must show his entire hand.

e. The turn to deal after each round goes to the left. The deck is always shuffled anew. If the pot is emptied, a new one is chipped in. A pot carries over from deal to deal.

5

Additional Rules

Irregularities are generally handled as in poker.

6

Variations

a. In some games all players make their bets before the first card is turned.

b. In the older form of the game a player may pass without making a bet, but pays a chip forfeit to the pot. He does not show his hand.

c. Some play that only 4 or 3 cards are dealt to each player.

SIX-SPOT RED DOG

(Also known as slippery Sam)

In this variant of red dog each player receives 3 cards in the deal, which he does not look at. The dealer then turns up cards from the deck until a six or lower is faced. This card is placed in the center of the table, and players bet in turn that they have a higher card in the same suit. They must bet at least 1 chip but may bet up to the limit of the pot for which they chipped in earlier. They then show their hands and collect or pay to the pot.

Play continues around the table until either someone takes the pot or everyone has had a turn to bet, including dealer.

POLISH RED DOG

Players must leave their hands face up after their turn of play. Any chips left in the pot are carried over to the next deal. The turn to deal goes to the left.

POLISH RED DOG

(Also known as stitch and Polski pachuck)

This game, supposedly of Polish origin, is another variant of red dog.

Players, cards and method of deciding the banker are as in red dog. The banker puts up an agreed amount as the bank.

Banker deals each player a hand of 3 cards face down, 1 at a time per round, taking no cards for himself. Beginning with the player at his left, he asks what that player will bet. The player may bet any sum up to one-half the bank. Banker then burns the top card of the deck—places it face up on the bottom of the deck—and turns up the next card of the deck. Player then turns up his own cards. If any one of them is higher and in the same suit as the turned-up card of the deck, he collects twice the amount of his bet from the bank. If he has no higher card in the same suit, he puts his bet into the bank.

This process is repeated for each player in turn, the player always being allowed to make a bet up to one-half the amount in the bank, which varies in size from player to player. Banker must always burn a card before turning up one for a player.

If after the round is completed, the bank has not been busted (cleaned out by a player), the same banker deals further rounds. But if at any time the bank is busted, the turn to be banker passes to the next player at the left.

If at the end of a round the bank has increased to at least three times its original size, the banker declares what is known as a “stitch” round. That means he will deal just

MONTE BANK

one more round at the expiration of which he will collect whatever the bank contains if it has not been busted. The turn to be banker will then pass to the next player at the left.

Banker may not pass the turn to be banker until a stitch round has been declared and completed. Banker must continue play until either the bank is busted or a stitch round has been completed.

MONTE BANK

(Also known as Spanish monte)

1
The Players

Any number from three up.

2
The Cards

The 40-card (Spanish) deck is used, made up by stripping out the eights, nines and tens. The cards or suits have no comparative rank.

3
The Play

A banker is decided by cut or some other method. Banker, after the shuffle and cut, holds the deck face down and draws the bottom 2 cards, which he turns face up. These are known as the "bottom layout." He then turns up the top 2 cards of the deck. These are known as the "top layout."

Player may bet on either layout, the limit having been previously agreed upon or set by the banker.

The betting over, the deck is turned up, the bottom card thus exposed is known as "the gate" or "port."

Banker pays off to the layout which has a card of the same *suit* as the gate. If both layouts have such cards, he pays to both. If neither has such a card, he pays to neither. He collects from the layout that has no card of the same suit as the gate.

The used cards are put aside and new layouts turned for the next deal as described above.

LOTTERY

The method of passing the bank is up to the players. A banker may be permitted to have a certain number of deals. Or the bank may pass in rotation after each deal, and so on.

THREE-CARD MONTE

This famous action game, which is similar to the shell-and-pea game, is not to be confused with the poker variation of the same name.

Only 3 cards are used for play. These are usually 2 red aces and the ace of spades.

The banker, decided by cut or some other method, places these cards face down. He reveals the position of the ace of spades, after which he turns it face down again. He then shifts the cards about rapidly.

The players make wagers as to which of the 3 face-down cards is the ace of spades. The banker pays off to the player or players who have guessed correctly. The rate of pay-off is decided beforehand. An even-money pay-off favors the banker. A 2-to-1 pay-off favors neither the banker nor the players.

LOTTERY

This is an old game, but still played by many, and is particularly suitable for large groups that contain children or people not too familiar with card games.

Any number from five up.

Two regular 52-card decks. The cards and suits have no comparative rank.

1
The Players
2
The Cards

LOTTERY

3 Two dealers are selected; there is no advantage or disadvantage in the deal.

The Play

First dealer picks up one deck of cards, and after it has been shuffled and cut, he deals each player seated about the table 1 card *face down*. The deal goes to the left.

Each player then puts up an equal number of chips as his stake. Second dealer then picks up the second deck and deals 1 card to each player *face up*. Each player then turns up his down card, and if it matches any *face-up* card on the table in denomination, he collects the chips of that stake (If there are two or more winners on one card they divide the chips equally.) If his card also matches some *face-up* card in color as well as denomination, he collects an extra chip from the player who has that card. If a player's down card matches his own up card he collects his own stake, and the stake in front of any other *face-up* card he matches besides that, each player in the game pays him an extra chip.

The cards are then gathered for another deal. Any stake in front of a player, which has not been collected, remains there for the next deal. But each player must put up a new stake for the next deal.

4
variations

a. In one variation each player may be dealt 2, 3 or even more cards *face down*. Each player is then dealt 2, 3 or more cards *face up*. He places a stake on each card separately. The down cards are then turned up, and players collect on matching cards as in regular lottery.

b. The game also may be played with a single deck when there are a few players. The deck is divided into two 2 card sections, each containing one red and one black suit. First one section is dealt for down cards, then the other section is dealt for up cards.

PUT-AND-TAKE

(Also known as up and down the river)

Any number from three to eight.

1
The Players

A regular 52-card deck. Neither the cards nor the suits have any comparative rank.

2
The Cards

a. Players cut for deal, low card dealing. The turn to deal passes to the left in subsequent hands.

3
The Play

b. The dealer gives each player excluding himself a hand of 5 cards, dealt 1 at a time per round in clockwise rotation face down. He then begins dealing himself a hand 1 card at a time face up, first burning the top card of the deck—placing it face up on the bottom of the deck.

c. Each player who holds a card, or cards, of the same *denomination* as the dealer's face-up card, but not necessarily of the same suit, *puts* 1 chip into a pool (pot) for each such card he has. The dealer then turns up a second card, and players holding cards of like denomination put 2 chips into the pot. The deal continues in this fashion with the third card calling for 4 chips; the fourth card, 8 chips, and the fifth card, 16 chips.

d. Dealer then puts aside the 5 cards he dealt and begins turning up another hand of 5 cards. For this deal, players holding cards of the same denomination *take* chips out of the pool at the same rate as in c.

e. Dealer takes any chips left in the pool or pays out any chips coming to a player.

a. Some players limit the game to six players and face-up 10 “put” cards, going up 1 chip on each. Ten “take” cards are then turned up.

4
Variations

b. Many players also use the red and black feature. Before the deal each player bets red or black. If a majority of the cards dealt him are of the same color as he called, he collects from the dealer; if not, he pays to the dealer. After

BANGO

that, the dealer then begins to turn up a hand for the play in put and take.

c. Players sometimes use red and black in this way: Players are dealt their cards as in regular put and take. Then as the dealer turns up a hand, each player pays double to the pot if his matching card is also in the same color as the one turned up; but he pays only the regular contribution if his card is of a different color. On the deal of the take cards, a player collects double if his matching card is of the same color, but collects only the regular amount if it is of a different color.

BANGO

This is a lotto-type game played with two decks of cards shuffled together.

Any number may play up to ten. More can be accommodated, however, by adding another deck.

Each player chips in for a pool (pot). Anybody deals, giving each player including himself a hand of 5 cards, dealt 1 card per round face up.

Dealer then begins turning up cards from the remainder of the deck. As each card is turned up, a player holding one of the same denomination calls out and places a chip on his own matching card. Dealer puts the matched turned-up card aside. Dealer also plays his own hand.

The first player to get a chip on every one of his cards announces, "Bango," and collects the pot. Dealer checks and verifies with matched cards he put aside.

The cards are then shuffled, and a new deal is begun and played as described. If no one wins the pot, it is carried over to the next deal for which each player chips anew. The turn to deal passes to the left.

The game may be played so that the winner also collects the card chips of a player who manages to get fewer than

VARIETY

3 on his cards by the time the winning hand announces, "Bango."

It may also be played that a player who gets bango on less than 9 cards turned collects a double pot.

4
Variations

VARIETY

(Also known as five-in-one)

This game, which is rapidly growing in popularity, is actually a sort of combination of several games elsewhere described in this book.

Any number may play, but no fewer than three.

1
The Players

Two regular 52-card decks are shuffled together and used for any number of players up to 10. For more than that it is better to use three decks.

2
The Cards

Dealer is decided by cut, low card dealing. There are five stages to the play, as follows:

3
The Play

a. After shuffling the cards and having them cut, dealer gives each player including himself 5 cards, face down. Each in turn then announces, "Red," or "Black," and turns up his cards. If a majority of his cards are of the same color as he called, he collects a chip from the dealer; if not, he pays a chip to dealer. Dealer's hand is not played in this.

b. All hands including dealer's are then compared, and the best poker hand wins a chip from each other player (see Sec. 29, General Rules of Poker, for rank of hands).

c. The hands are left turned up, and a game of bango is now played as described on page 54, except that players do not chip in for a pot and the winner collects a chip from each of the others. Dealer plays in this also.

d. Next a game of put and take is played as described on page 53, players who lose putting chips into the pot and

FARO-STUSS

winners drawing from the pot. Dealer's hand is not played. But dealer collects all chips left in the pot or pays out any chips coming to a player.

e. The next step is for dealer alone. He turns up the first 10 cards from the remainder of the deck, counting as he turns up each card: 1 for the first, 2 for the second, etc. If the denomination of the card turned is the same as dealer's count at that point, dealer collects 1 chip from each other player. He pays out nothing, though, if he fails to match his count and the denomination of a card. This stage is known as "consolation."

The turn to deal passes to the left after each five stages of play.

FARO

(Also played as stuss)

This was at one time the most famous gambling game in the United States. The name is a corruption of "pharaon," which is how it was known in France, the country of its origin.

A faro game today is rare, but many of the technical terms have become part of American speech. Faro requires expensive paraphernalia including an elaborate box from which the cards are drawn in play. In stuss, which is almost identical with faro and is occasionally played today, the dealer holds the deck in his hand for the deal. A summary of the games follows:

Any number play against a banker who puts up a certain sum for the bank. The regular 52-card deck is used. A limit is set for individual bets.

On the table there is a layout of spades usually enameled

on green cloth. In front of the banker from left to right are the ace of spades, deuce, three, four, five, six in a row; then the seven separately in the next row above the six, and above the seven another row, eight, nine, ten, jack, queen, king, running from right to left, the king being opposite the ace.

After the shuffle the cards are placed in the dealing box. (In stuss the dealer holds them in his hand.) The top of the box is open, revealing the top card, known as "soda." Dealer draws this card out and puts it to one side. There is no action on this card or the last one, which is known as "hock."

Dealer then draws the next card out; this is a losing card. The card left showing on top of the deck is a winning card. Subsequent pairs drawn always consist of first a losing card placed on a pile of losing cards and a winning card left on top of the deck until all bets have been settled. The winning card is then placed on a pile started by soda.

Before the cards are drawn, players make bets by placing their chips on cards of the layout. Suits do not matter, since the betting is such that when a card of that denomination is next drawn, it will either be a losing or winning card.

To indicate he is playing a card to lose, a player puts a copper on his bet. To indicate he is playing a card to win, a player simply places his chips without a copper. There are 21 different ways of making a bet to take in combinations of cards. The order of the first card to show of the combination decides the entire bet. If cards of the same denomination come up in the same turn, the dealer collects half of the bets on that card. (In stuss dealer takes all.)

Dealer pays out even money on all bets. But when 3 cards of different denominations remain, the dealer pays 4 to 1 if a player can call the exact order in which they will appear ("call the turn"). If he can call the turn on the last 2 cards ("cat hop"), he gets 2 to 1. The same odds are paid if a player can call the turn on the last 3 cards if 2 of them are a pair. If all 3 are of the same denomination, a player gets 2 to 1 for calling the order in which the colors will appear.

THIRTY-ONE

(Also known as *schnautz*)

1
The Players Any number may play, but four or more make the best game.

2
The Cards A regular 52-card deck is used. Cards rank as follows: ace (high), king, queen, jack, ten, nine, eight, seven, six, five, four, three, two (low).

Cards count ace, 11; king, queen, jack, 10; all other cards, their face value.

3
The Deal Players cut and low cut deals. Each player is dealt 3 cards, 1 at a time per round.

Three cards are also dealt face up, 1 after each round. These cards are dealt in the middle of the table and constitute an open widow.

The turn to deal in subsequent hands goes to the left.

4
Objects of the Game To obtain a hand whose count totals 31 in cards of one suit. Or to have a hand at the showdown whose count in one suit is higher than any other player's.

5
The Play Before play begins all players chip in equally.
a. Play begins with the player at dealer's left. He may exchange a card from his hand for any card in the widow, leaving his own card face up in its stead. Some players permit the exchange of 2 cards or even 3.

b. The turn to exchange in similar fashion goes around the table to the left.

c. This procedure continues in clockwise rotation until some player knocks to indicate that he is satisfied. Then all hands are shown and compared, and the player with the highest count in cards of the same suit is the winner of the pool.

d. If there is a tie in the count between two or more players, the player with the highest ranking card wins. If

CHINESE FAN TAN

there is a tie in the highest cards, the next highest are compared, and so on.

e. A player may knock at any time, even before the exchanging of cards begins. If a player knocks after exchanging has begun, the other players following him in turn are allowed to exchange cards.

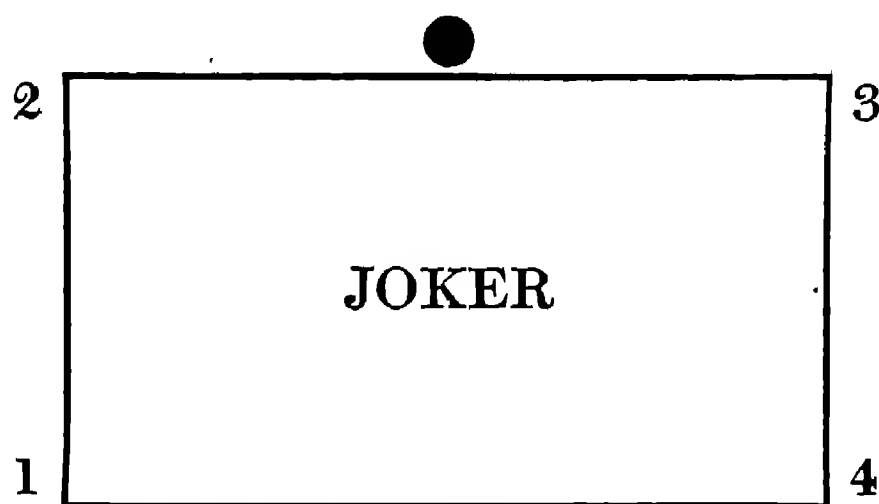
f. At any time that a player holds 31, he simply shows his hand and collects the pool without further play.

g. After the game is over, the players chip in for the next deal.

CHINESE FAN-TAN

Any number may play this game. One man acts as banker and may be selected by cut or by any other method.

A joker is taken out of a regular deck of cards and placed face up on the table. The corners of the joker are assigned numbers as follows: The left-hand corner nearest the banker is 1; the left-hand corner above that is 2; the right-hand corner away from the banker is 3; and the right-hand corner nearest the banker is 4, as in the illustration below.



Banker

Players place their bets, as many of them as banker will agree to cover. If a player places his bet exactly at a corner of the card, he is betting on that number to win. If a player places his bet between two corners of the card, he is betting on *either* number to win. In the illustration one bet is on 4,

THIRTY AND FORTY

and one is on both 2 and 3. A player does not have to place all his bets on one place but may scatter them over the card.

Any player then shuffles the deck thoroughly and banker cuts a large packet off the deck. He then begins to count off the cards in the packet by 4's. When he can no longer count a complete set of 4 cards, the cards remaining determine the winning number. But if he can count the cards out exactly by 4's, the winning number is 4.

Example: A packet of 25 cards would leave a winning number of 1; 26 cards, 2; 27 cards, 3; 28 cards, 4.

On bets placed exactly on a corner (on a single number) banker pays 3 to 1. On bets placed between two numbers, the banker pays even money if either number wins.

The method of passing the bank must be decided on by the players.

THIRTY AND FORTY

(Also known as red and black, rouge et noir)

This is a modern adaptation of a well-known gambling-casino game.

An ace of diamonds and an ace of spades are taken out of three regular 52-card decks which then are shuffled together. The aces are placed face up in the middle of the table, but well separated.

A banker is selected by cut or by some other method. The banker, after a shuffle and a cut, places the deck face down in front of him. Players then make their bets. They bet on the ace of spades (black) or on the ace of diamonds (red), the limits of the bets being decided by the banker.

The cards of the deck have the following count: picture cards, 10; ace, 1; other cards, their face value.

The dealer then begins turning up cards 1 by 1. The first color he turns up for is *black*. He counts the total value of the cards aloud. When he reaches exactly 31 or passes it,

THREE-IN-ONE

he stops. He then begins to turn up new cards for *red*, again stopping when he reaches 31 or passes it. Whichever is closest to 31, red or black, is the winner, and dealer pays off even money for bets placed on the ace of the winning color.

The cards counted off are put aside face down. The next deal is then continued from the remainder of the deck without a shuffle. When an insufficient number of cards are left for counting off, all cards are reshuffled.

THREE-IN-ONE

*(Known in similar versions as Tripoli,
Tripoley and by other names)*

1. This combination game is based on the old game of pochen and is particularly suited for large groups of players.

2. One regular 52-card deck is used for play. Another deck is used to provide cards for a layout. Some suit, usually hearts, is selected as a prize suit. The ace, king, queen, jack, ten of that suit are placed in the center of the table face up. The king and queen are placed side by side; the other cards are spaced out.

3. From another suit any 3 cards are selected in sequence, 7-8-9- or 9-10-J, etc. These cards are lined up close together, face up on the table but separated from the other layout.

4. Each player then places a chip next to each card of the first layout (see Sec. 2 above) and an extra chip for the king-queen combination, which is known as a "marriage," making a total of 6 chips altogether.

Each player also places a chip on the sequence (see Sec. 3 above), but not on individual cards.

5. Any player may be selected as first dealer. He deals cards to all, including himself, 1 at a time per round in rotation to the left. Not all cards are dealt out, enough being left over to form a "widow" or "dead" hand, which is not to be used in play. (At least 4 cards should be left over.)

THREE-IN-ONE

The play is divided into three stages as follows:

a. In the first stage players who hold any of the cards the marriage described in Sec. 2 above, or the sequence described in Sec. 3 above, collect all the chips bet on the

For a marriage a player would collect the chips placed the king and queen separately plus the chips placed on the two cards as a combination.

b. In the next stage the players must each put a chip in pool (pot). They then select the best 5 cards of their hand and play a round of closed poker, betting, raising, etc. The best hand at the showdown wins the pot (see Sec. 29 General Rules of Poker for comparative rank of hands.)

c. The players then each put a chip in the pot again and play a game of boodle (Michigan) (see page 727). Winner takes the pot.

All chips left on any cards of the layout are carried over to the next deal, but each player must again place chips on the layout. The turn to deal passes to the left.

When the game breaks up and there are still chips left any of the layouts, a round of cold hands in poker are dealt out (as described on page 517). Winner takes the chips.

AUTHORS

The entire deck is dealt out, each player getting 2 cards at a time (or 1 at a time) per round. It does not matter if the cards do not deal out evenly.

To collect "books," *i.e.*, sets of 4 cards in the same denomination, such as 4 aces, 4 kings or 4 tens.

4
Object of
the Game

a. Beginning with the player at dealer's left, each player in turn, one at a time, may ask any other player for a card of a certain denomination, saying, for example, "Please give me a seven."

5
The Play

If the player asked has 1 or more such cards, he must give them all to the asking player. Each player may continue to ask any other player for certain cards in the same manner only so long as he is successful in his request. Whenever he fails to obtain a card asked for, the turn to play passes to the next player at the left.

As a player succeeds in obtaining 4 matching cards in the same denomination, he shows them to the others and places them face down in front of him. When there are no more cards out, the game is over, and the player with the most books wins.

b. In an alternate method of play used by many, a player must not only ask for a card of a certain denomination but must also specify the suit.

Example: A player must say, "Please give me the seven of hearts."

A pencil-and-paper score may be kept, in which case the first player to amass 10 books over a number of deals is the winner.

6
Scoring

Others play with chips, a player receiving a chip from each of the other players every time he collects a book.

It is not generally permitted to ask for a card already held in the hand, or to ask for a card unless holding at least 1 card in that denomination. The penalty for doing either is to lose 1 point for each other player in the game or to pay 1 chip to each of the others when chips are used.

7
Additional
Rules.

GO FISH

If a player does not show a book as soon as he collects one, it is usual not to permit him to score for it.

If a player holds a card and denies having it when asked, he is penalized 1 point for each other player in the game, or, he must pay 1 chip to each of the others when chips are used.

GO FISH

In this game, which is otherwise played exactly as authors, 5 cards are dealt to each player, 1 at a time per round. The remainder of the deck is placed face down on the table to form a stock.

When a player has none of the denomination asked for, he says, "Go fish," and the asking player must draw the top card of the stock into his hand. If this card completes a book, he may lay it down. But if it does not, the turn to ask passes to the player at his left.

CONCENTRATION

(Also known as memory)

As the names indicate, this game is excellent exercise in concentration and memory.

1
• Players

Any number may play.

2
The Cards

A regular 52-card deck is used, the cards having no rank. Players cut cards, and highest cut is dealer.

3
The Deal

Dealer simply places all the cards face down on the table so that each card can be easily picked up.

STEALING THE OLD MAN'S BUNDLE

To win as many cards as possible by turning up the cards in pairs of the same denomination.

4
Object of
the Game

Player at dealer's left begins by turning any 2 cards face up. If they are a pair—both of the same denomination, such as 2 jacks, or 2 deuces—he places them face down in front of him. And may then turn up 2 more cards. He takes in any pairs he turns up. But if he does not turn up a pair, he replaces those cards face down, and the turn to play then goes to the player at his left.

5
The Play

As the game progresses, players try to remember where certain cards that already have been turned up, but not paired, are located.

When all the cards have been paired, each player counts the cards he has taken in, and the one with the most cards is the winner.

STEALING THE OLD MAN'S BUNDLE

*(Also known as old man's bundle
or stealing bundles)*

This game is simply casino (see page 237) without builds and with one added feature, *viz.*, when a player takes in cards, he must leave them face up on his trick pile, "bundle."

When a player has a card that matches the top card of an opponent's bundle, he may capture the entire bundle and place it face up on his own.

Otherwise, cards are played to the table and taken in just as in casino. But no builds are allowed.

SLAPJACK

- 1
e Players Three or more may play, each for himself.
- 2
The Cards A regular 52-card deck.
- 3
The Deal Anyone may deal. The entire deck is dealt out, beginning at dealer's left, 1 at a time per round in rotation to the left. No player may look at any of his cards but must arrange them face down in a single pile in front of him.
- 4
Objects of
the Game To be the first to put one's hand on a jack as it is played and so capture cards. To be the first to capture all cards in the game.
- 5
The Play Play begins with the player at dealer's left. He turns up a card quickly to the center of the table. Each player in turn to the left then does likewise.
But any time a jack is turned up, the first player to put his hand on it captures it, and all the cards played to the center of the table. If there is any disagreement as to who touched a jack first, the other players decide.
The player who captures cards by being the first to slap a jack shuffles them thoroughly and adds them to his hand face down to be used in play with the other cards he holds. The player at his left then plays the first card for the new pile to the center of the table.
When a player runs out of cards, he has one more chance to slap the next jack which appears. If he fails to be first, he must drop out of play until the next game.
The player who captures all the cards wins.
If a player makes a slap when no jack has turned up, he must give up a card from his hand to the one who had just played.

SNAP

(Also known as snap jack)

In this game, which resembles slapjack, the players do not play their cards to the center of the table. Instead, each faces his cards 1 by 1 in proper turn in front of him. He forms a single pile.

Whenever a card is turned up that is of the same denomination as the card face up on top of some other player's pile, the first player to call out "Snap" wins. He adds the other player's face-up pile to his own and places both on the bottom of his face-down cards.

The first player to capture all the cards in this manner is the winner.

ANIMALS

(Also known as menagerie)

Three or more may play, each for himself.

A regular 52-card deck is used.

Anyone may deal. The entire deck is dealt out, beginning at dealer's left, 1 at a time per round in rotation to the left. No player may look at any of his cards but must arrange them face down in front of him in a single pile.

To be the first to make the right call when 2 cards of the same denomination appear and so capture another player's cards. To be the first to capture all cards in the game.

Before play begins, each player selects the name of some animal. No two players, however, may select the same animal.

1
The Players

2
The Cards

3
The Deal

4
Objects of
the Game

5
The Play

WAR

Play begins with the player at dealer's left. He turns a card face up in front of him, to which he will later add other cards in a single face-up pile.

Each player in turn to the left then does likewise. Whenever a card is turned up that matches the top card of some other player's pile, each tries to be the first to call out the animal name of the other player. The first player to do so correctly captures the other player's face-up pile and places it underneath his own face-up pile. The losing player in such a case then is the first to turn up a card.

Whenever a player has no more cards to turn up, he turns his face-up pile face down and continues to play from it as before. Whenever a player loses all his cards, he is out of the game. The player who captures all the cards in the game is the winner.

If a player calls another player by a wrong name or calls out when it is not his turn, he must give up the top card of his face-up pile to the player whose name he has not called properly.

Variations Instead of taking animal names each player may take an animal sound, such as "meow," "moo," "ba-a-a," etc.

Some play that a player must call the animal name or sound three times.

WAR

1
Players This game is best for two, but three or more may also play as later described.

2
The Cards A regular 52-card deck is used. The cards rank as in bridge: ace (high), king, queen, jack, ten, nine, eight, seven, six, five, four, three, two (low).

3
The Deal Anyone may deal. The cards are all dealt out 1 at a time alternately. Each player takes his cards and stacks them up

WAR

in a single pile in front of him, face down without first looking at them.

To capture the other player's card by turning up a card of higher rank. To win all the cards in the game.

4
Objects of
the Game

Each player turns up the top card and places it face up in front of the face-down pile. The player who plays the higher card of the two takes the card of the other player and his own and places them face down at the bottom of his face-down pile.

5
The Play

The next cards are then turned up, and play continues in this fashion.

If 2 cards of the same rank are turned up at the same time, there is a "war." These cards are left on the table. Each player then plays another card *face down* and a third card *face up*.

Player with the highest ranking card of the last 2 face-up cards collects all the cards played and places them face down at the bottom of his pile. But if the last 2 cards are also of the same rank, the war is continued as described with 2 more cards placed, 1 face down and 1 face up.

When the players have no more cards to play from the face-down pile, they turn the face-up pile face down and continue from it.

When one player wins all the cards, the game is over.

If there are three players, remove a deuce from the deck and deal each 17 cards. There is war every time any two players turn up cards of the same denomination, and the winning player takes cards played by both others. If all three turn up cards of the same rank, there is a double war.

6
For Three
or Four
Players

If there are four players, the entire deck is used and each receives 13 cards. The play is as in the game for three, and there is also double war when all four players turn up cards of the same rank.

PERSIAN PASHA

(Also known as *pisha paysha*)

This game is played like war, except that the two players keep turning up cards, each on a single pile in front of himself until both players turn up cards of the same suit. The player with the higher ranking card then captures all of the other player's cards in the face-up pile.

When 2 cards of the same suit cannot be turned up at the same time, the game ends, and the player with the majority of cards is the winner.

MY SHIP SAILS

1
e Players

Three or more may play, each for himself.

2
The Cards

A regular 52-card deck is used. Only suits matter.

3
The Deal

Anyone may deal. Each is dealt a hand of 7 (or 5 or 9) cards, 1 at a time, beginning with player at dealer's left and going in rotation to the left. The rest of the deck is put aside.

4
Object of
the Game

To be the first to get a hand of cards all in the same suit.

5
The Play

The dealer takes any card and places it face down in front of the player at his left. That player then also takes a card from his hand and places it face down in front of the player to *his* left. He then picks up the card that was passed to him by the dealer.

This continues in rotation around the table with each player passing a card, *after* which he looks at the card passed to *him*.

OH HELL

The first player to get a hand of all cards in the same suit announces, "My ship sails," shows the hand and is the winner.

OH HELL

(Also politely known as oh pshaw)

This is derived from contract bridge and serves as an excellent introduction to that game for people unfamiliar with it.

Any number from three to about ten may play.

1
Players
2
The Cards

A regular 52-card deck is used. The cards rank as in bridge: ace (high), king, queen, jack, ten, nine, eight, seven, six, five, four, three, two (low).

Players cut for deal, highest cut dealing the first hand. In subsequent hands, the turn to deal goes to the left.

3
The Deal

A complete game consists of a series of deals. There are two ways of dealing this series:

a. Players each get 1 card in the first deal. This deal is played out, and then 2 cards are dealt in the next deal, which is also played out. This procedure continues with players' hands increasing by 1 card in each subsequent deal until a deal comes up in which all the cards deal out evenly, or until as many cards as can be dealt out evenly are distributed.

Example: If four are playing, each will receive a hand of 13 cards in the last deal. If five are playing, each will receive a hand of 10 cards, the last 2 cards not being dealt.

b. In an alternate method, the procedure of the deal in Par. a is reversed, so that players begin with maximum hands in the first deal and finish with hands of 1 card each in the last deal.

OH HELL

Whichever method is used, the top card of the remainder of the deck is turned up in each deal, and its suit determines the trump for the deal. If four play, the last card will be turned up. This card belongs to dealer and is taken into his hand after being turned up.

If the method in *a* is used, it is customary to turn no trump card for the last deal and simply to play the hand at notrump. If the method in *b* is used, it is customary to play at notrump only when an ace is turned up.

4 To win exactly the number of tricks one bids—no more
Object of and no less.
the Game

5 Beginning with dealer, each player in turn announces the
the Bidding exact number of tricks he believes he will win. (There will
be as many tricks played as a player has cards.) A player
may bid that he will make no tricks, also known as “nullo,”
or that he will win 1, 2, or 3, etc. One player is designated to
make a record of each player's bid.

6 The play is exactly as in bridge, except that there are no
The Play partnerships and no dummy hand is laid down.

Player at dealer's left leads any card he wishes to the first trick. Each other player in turn to the left must follow suit if he can or may or may not play a trump if he is unable to follow suit. If a player can neither follow suit nor play a trump, he may play any card.

The highest card of a led suit wins the trick unless a trump is played, in which case the trump wins. If more than 1 trump is played to a trick, highest trump wins. The winner of 1 trick leads to the next, and play proceeds as described until all tricks have been played.

7 Each player who exactly makes his bid—no more and no
Scoring less—scores 1 point for each trick of his bid plus 10 points
bonus. Thus, a player who bid 3 receives a score of 13 points
if he makes exactly 3 tricks. Others score nothing.

When the hands contain more than 5 cards, many play that for a bid of a “small slam”—1 trick less than all tricks

THREE-HANDED BRIDGE GAMES



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THREE-HANDED BRIDGE GAME

When a fourth player is lacking, the following games provide entertaining stopgaps. A knowledge of the four-handed game is prerequisite.

CUTTHROAT BRIDGE

This is the best known of the three-handed games.

1
The Deal
and the
Bidding

The procedure up to the deal is as in the regular four-handed game.

Four hands are dealt, each player receiving one. The fourth hand is left face down.

The players then bid in turn as in regular bridge. The bidding ends when two passes follow a bid, double or redouble.

2
The Play

Player at the declarer's left leads. Declarer then takes the dummy hand and arranges it face up between his opponents.

Play proceeds as in regular bridge with the winner of a trick leading to the next. Opponents of the declarer play as a team against him.

3
Scoring

Scoring is as in contract or auction, according to which is being played. Individual scores are kept for each player.

Declarer records his score and any bonuses he earns. If he is set, each opponent records the full amount of the set.

Each player scores for his own rubber, and if contract scoring is used, players may be vulnerable or not vulnerable, according to the situation. A 700-point rubber premium is scored only if both opponents have no game toward rubber. If either opponent has game, only a 500-point premium may be scored.

DOUBLE DUMMY FOR THREE

The rules are as in the four-handed game except for the following: There are no penalties for improper bids. A player may cancel an out-of-turn double if he chooses, or let it stand.

4
The Rules

a. The first round of bidding may be only in suits; a no-trump bid is not allowed. And in the first round no bid may be higher than 1.

5
Variations

b. In another variation, each player is dealt 13 cards. The dummy hand is then exposed, and the players bid for it.

c. In this variant, players are dealt only 12 cards, and the dummy hand also receives 12 cards. The other 4 cards are dealt to a widow face down.

Dummy hand is then exposed and the bidding begins. Declarer takes the 4 cards of the widow and deals 1 to each hand face down. Play then proceeds.

d. Each player and the dummy hand receive 13 cards in the deal. Any 7 cards of the dummy's hand are then turned up, and the bidding begins. After a lead has been made, the concealed cards in the dummy are turned up. Or play proceeds until the exposed cards are exhausted, after which the concealed cards are turned up.

DOUBLE DUMMY FOR THREE

This game provides excellent practice in some of the more advanced plays in bridge—the squeeze, strip and end play, etc. It is also the answer to the old bridge plaint of “If only you and I had been partners in this hand.”

The procedure up to the deal is as in the regular four-handed game.

1
The Deal

Four hands are dealt, each player receiving a hand of 13 cards. The fourth hand is left face down.

Dealer has the first say. He may open the bidding or pass. The next player in turn may make an opening bid if there

2
The Bidding
and Play

DOUBLE DUMMY FOR THREE

is a pass or support dealer's bid, or he may overcall with a suit of his own.

The next player may do any of the following: Open the bidding, if there were two passes; support either other player in the bidding; or overcall. Doubles and redoubles may be made.

When the final contract is reached, declarer may choose any hand as his partner.

a. If he chooses a hand that raised in the suit of the final contract, that hand goes down as his dummy. The third man picks up the blind hand and opens it as his dummy. But before either dummy hand is exposed, the opposing player makes the opening lead, and the play goes in regular turn as in the four-handed game.

b. If declarer chooses a hand that did not raise in the suit of the final contract, that hand goes down as dummy. The third player gets the blind hand as his dummy. The play is as in *a*, but the player whose hand declarer took as dummy scores as an opponent (see Sec. 3 below, Scoring).

c. If declarer chooses the blind hand as his dummy, the other two players combine as a partnership against him. The play then is as in the regular four-handed game with only one dummy on the table. The lead is made from the hand at declarer's left unless that happens to be the blind hand, in which case the lead comes from the hand nearest declarer's left. Dummy then is put down between the opponents.

3 Scoring

If declarer chooses as in Sec. 2*a* above, he and the holder of that hand each get a full score for the bid under the line, but they split any premiums or tricks above the line. Defender collects a full penalty for the contract if declarer is set.

If declarer chooses as in Sec. 2*b* above, he receives all the scores for the bid himself, except that he receives only half of any premiums. The player whose hand he took and the other defender split any penalties if declarer is set.

If declarer chooses as in Sec. 2*c* above, he receives all

TOWIE

scores and full premiums for himself. Opponents each collect the full value of the penalties if declarer is set.

Each player keeps a separate score, and there is no playing for rubber. Every hand is considered not vulnerable. Game bids earn a premium of 300 points if made, and partials score a flat 50 points.

The rules are as in the regular four-handed game with the following exceptions: Declarer may not take a doubler's hand as his dummy. If a third hand bids a suit already bid by two other players, he becomes the declarer, and there is no further bidding.

4 The Rules

TOWIE

This game is said to have been originated by J. Leonard Replogle.

Four hands are dealt; one to each player and one separately as a dummy. When the deal is finished, the dealer turns up 6 cards of the dummy. Players then bid for the dummy beginning with dealer and going in regular turn to the left. The bidding finished, the player left of the declarer makes an opening lead, and declarer turns up the remaining cards of dummy and arranges the hand. Opponents play against him as a partnership. Play is as in regular bridge.

1 The Bidding and Play

If the bidding ends at less than game, the hands are not played. Instead they are redealt as a goulash (see page 101). Dealer sorts the dummy hand, and the hands for the goulash are picked up beginning with dealer's and going to the left.

2 Minimum Bid

When the goulash hands have been dealt, dealer shuffles the dummy hand and then turns up 6 cards. The bidding proceeds, and if no game is again bid, another goulash is dealt, etc.

Notrump counts 35 points per trick. For the first game that a player scores, he receives a premium of 500 points.

3 The Scoring

TOWIE

The first player to win rubber receives a premium of 1,000 points. A new rubber then follows.

Undoubled overtricks score 50 points each. There are premiums of 50 points for making a doubled contract when not vulnerable and 100 points for making a doubled contract when vulnerable.

Undertricks when not vulnerable are 50 points each for undoubled contracts; 100 points each for the first and second tricks in doubled contracts; 200 points for the third and fourth tricks; and 400 points each after that.

Undertricks for vulnerable undoubled contracts are scored 100 points for the first and 200 points for each additional. If vulnerable and doubled, score 200 points for the first trick and 400 for each additional.

For redoubled contracts, double the penalties for doubled undertricks.

The scoring, otherwise, is as in regular contract bridge.

4 Four or More than Three Players

If more than three players participate, the extra players do not take cards but score as opponents of the declarer.

Precedence is decided by the cut as in regular bridge, with the four highest cuts playing, *i.e.*, three play actively and the fourth pays or collects according to the results. The others wait their turn in the order of their cuts.

After a player has become declarer, he leaves the game whether he makes the contract or not. If he has made the contract, he does not come back as an active player until all inactive players have also become vulnerable. Otherwise, players reenter the game as active players in the same order they went out.

TWO-HANDED BRIDGE GAMES



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TWO-HANDED BRIDGE GAMES (CONTRACT OR AUCTION)

Most games for two hands are called "honeymoon bridge." Double dummy is the simplest of these games.

DOUBLE DUMMY

Four hands are dealt. Each player receives one hand, and two remain face down. Each bids, seeing only his own hand. When the bidding is over, both players turn up the face-down hands opposite them so that the hands are in this order: declarer, opponent's dummy, declarer's dummy, opponent.

Opponent's dummy makes the opening lead, and play proceeds as in regular bridge. Scoring is also as in regular bridge. The deal alternates.

variations

a. After the four hands are dealt, the players bid on their own hands. The bidding finished, the two dummy hands are placed in card holders so that each player can see the cards of his own dummy, but not the cards of opponent's dummy. For a simple, homemade card holder, see page 21. Or, if the card table has slits for cards, the cards of the dummy may be set up in front of each player and then played in proper turn. The play then proceeds as in double dummy.

b. Play as in Par. *a* above, except that the dummy hands are placed in the card holders by each player before the bidding begins, and both players see the cards of their own dummy all through the bidding.

c. Both dummy hands are exposed during the bidding and players are allowed only one bid each.

DOUBLE DUMMY WITH A WIDOW

In this game, 12 cards are dealt to each player and two dummy hands. Four cards are dealt separately face down to a widow. The players look at their own hands and their own dummies and bid.

After the bidding is over, declarer takes the cards of the widow which are face down and, without looking at them, deals 2 to himself and 2 to opponent. Each player, after looking at these cards, places 1 in his hand and 1 in the dummy; both doing so at the same time.

Declarer then specifies which of the opponents' hands makes the opening lead. Play and scoring are otherwise as in regular bridge.

PARTIALLY EXPOSED DUMMY

In this game, four hands are dealt. Players receive their own hands face down. But the cards to the dummies are dealt in the following fashion: the first 6 cards in a row face down; the next 7 cards face up on top of these, 1 on 1—the seventh card alongside. Or the first 7 cards may be dealt face down and the next 6 face up on them, 1 on 1, leaving 1 card uncovered.

The bidding is as in regular bridge. After the bidding, the lead comes from the hand at declarer's left so that he plays last.

After an exposed card from dummy has been played, the card underneath it may be turned up. Only exposed cards may be played to tricks.

The play and scoring are otherwise as in regular bridge.

SINGLE EXPOSED DUMMY

In this game, four hands are dealt, one to each player and two as dummies. One of the dummy hands is exposed. The players then bid. After the bidding is over, the declarer chooses which dummy he will take—the exposed one or the one face down. Whichever one he chooses is placed opposite him; if it is the face-down one, it is turned up. Once declarer has made his choice, he may not change his mind.

Play then proceeds with the lead coming from the hand at declarer's left. The play and scoring are otherwise as in regular bridge.

Variation In a variation, 12 cards are dealt to each hand with one hand exposed as above. A widow of 4 cards is dealt separately face down. After the bidding, declarer distributes the cards of the widow as described in double dummy with a widow.

20-CARD DUMMY

In this game, hands of 6 cards are dealt to each player. These are to be the playing hands.

Then 20 cards are dealt separately to each player for dummy hands. Each then lays out 10 cards of his dummy hand opposite him and face down without looking at any of the cards. He lays out the remaining 10 cards face up on the down cards, 1 on 1.

The bidding then begins, and when it is over the lead is made from the hand at declarer's left so that he plays last to a trick.

Exposed cards must be played to a trick, but after an

BUILD-UP

exposed card is played, the face-down card underneath it may be turned face up. The play and scoring otherwise are as in regular bridge.

BUILD-UP

This game is particularly useful as an exercise in bridge judgment and imagination.

Dealer distributes four hands of 9 cards each, then 4 more to opponent and 4 more to himself, setting up in this way two dummy hands of 9 cards each and two playing hands of 13 cards each. The undealt cards will be used later.

1
The Deal

Each player turns up his own dummy. Then follows the first of two rounds of bidding.

2
**The Bidding
and Addi-
tional Deals**

Dealer has the first bid. If he bids, opponent may overcall and the bidding proceeds until there is a pass. However, if dealer passes and opponent bids, there is no further bidding in the first round. If both pass, there is a new deal. No doubles are allowed.

**First
Round**

The players must bear in mind that a hand that makes no bid in the first round may not enter the next round at less than game.

When the first round of bidding is over, the dealer takes up the stock of 8 undealt cards and deals 2 cards to opponent and 2 to himself. Each player reduces his hand back to 13 by placing any 2 cards in dummy, beginning with nondealer.

The player who made the last pass in round 1 now gets a chance to overcall the last bid of round 1. If this player made no bid in round 1, he may not now make a bid at less than game level. Opponent may overcall, and the bidding ends when one player or the other passes.

**Second
Round**

MEMORY BRIDGE

If the player who made the last pass in round 1 also passes in round 2, opponent may make one more bid, as high as he likes.

Example: Here is the bidding in rounds 1 and 2. Player *A* is the dealer and bids 1 spade; player *B* passes. After 2 cards are dealt to each and arranged, player *B* has the first bid. Since he passed in round 1, he must bid at least game. He bids 4 hearts, let us say, and player *A* overcalls with 4 spades. *B* passes. That ends the bidding and *A* is declarer at 4 spades.

When the final bid has been made, the remaining 4 cards of the stock are distributed 2 and 2, and the players reduce their hands again and build up their dummies as described above. But this time, the 2 cards that go into dummy are placed *face down* and are not turned up for play until all of dummy's exposed cards are exhausted.

Defending hand may not place trumps in the closed cards. Declarer may, provided he tells how many, but he need not identify them.

3
the Play The play is as in regular bridge with the hand at the left of declarer making the opening lead so that declarer plays last to the trick. Seats are changed after every rubber to equalize any advantage of position.

4
Scoring Scoring is as in regular bridge with this important exception: A player collects a double score if he plays and makes the contract at a suit he bid in the first round. He does not lose double penalties, however, if he fails to make the contract in that suit.

MEMORY BRIDGE

In this game, 13 cards are dealt to each player, and the remaining stock of 26 cards is laid aside face down.

Each player picks up his hand, and the game begins with nondealer making the first lead. Each trick consists of 2

STRIP OR DRAW BRIDGE

cards. The play is at notrump. When the hands have been played out, the one with the most tricks gets a score for 1 notrump and a premium of 100 points.

The remaining 26 cards of the stock are now dealt, 13 to each player. Dealer begins the bidding in any suit and opponent may overcall, the bidding continuing until there is a pass. Doubles and redoubles are allowed. Opponent of the successful bidder leads to the first trick. The result is scored as in contract or auction.

Remembering what cards were played in the first deal, of course, is very important.

STRIP OR DRAW BRIDGE

In this game, each player is dealt a hand of 13 cards. The remaining 26 cards are placed between the players as a stock from which cards are to be drawn in play. The cards of the stock are face down.

There is no bidding until later. Nondealer leads to the first trick, and opponent also plays a card to complete the trick. The play is at notrump. There are two ways of playing, and players decide on the method before the game begins. One way is to allow a player to follow suit or not, as he chooses. The other is to require that a player follow suit when able to.

When a player wins a trick, he places it in a discard pile. He then draws the top card from the stock into his hand, and opponent draws the card under it. The winner of a trick leads to the next trick. Play continues in this fashion until the stock is exhausted.

Each player is then left with a hand of 13 cards. Now there is bidding, beginning with the dealer. The bidding proceeds as in regular bridge until some player passes. Doubles and redoubles are allowed.

Opponent of the declarer leads to the first trick. Play then continues as in regular bridge with players required

DRAW AND DISCARD

to follow suit if they can. Tricks taken in play now are kept by the winners and not placed in the discard pile. The scoring is as in regular bridge.

Exposed Stock

In this version, the twenty-seventh card after the hands are dealt is turned face up on top of the stock. The player winning a trick takes the top card of the stock, and the loser takes the card under it which is not exposed. But a player finding the exposed card undesirable, may of course deliberately lose a trick to avoid taking that card and so get the next card underneath it.

After both players have played to a trick and drawn their cards, the next card of the stock is turned face up. This process of always turning up the top card of the stock after a trick has been won continues until the stock is exhausted.

DRAW AND DISCARD

In this game, no cards are dealt. Instead, the deck is placed face down between the two players.

One player (it does not matter which one) draws the top card of the stock and looks at it without showing it to opponent. If he wishes to keep it, the turn to draw passes to opponent. But if the player does not wish to keep the card drawn, he discards it but *must* take the next one in the deck.

Players draw alternately in this fashion until each has a hand of 13 cards. Each player in turn has the option of keeping the first card he draws or discarding it and taking the next one.

When each has a hand of 13 cards, they bid against each other. Bidding is as in regular bridge, as is the scoring.

NEWSPAPER BRIDGE

This is a way in which the individual player may improve his game. Many newspapers carry bridge columns which present problems in play and bidding. The player may lay out the hands of the problem with a deck of cards and then bid them before checking with the method shown in the problem. He then plays out the hands, checking his result against the column.

FIRST PERIOD

THE DRAW, THE SHUFFLE, THE CUT, THE DEAL

The period ending when the last card of a correct deal has been placed on the table

THE DRAW*

1. Before each rubber the four players draw cards from a shuffled pack of 52 cards spread face down on the table. A drawn card should not be exposed until all players have drawn. If a player exposes more than 1 card, or draws 1 of the 4 cards at either end of the pack or a card from the other pack, he must draw again.

2. Cards rank downward in the order—ace, king, queen, jack, ten, nine, eight, seven, six, five, four, three, two. Equal cards rank according to suit. Suits rank downward in the order, spades, hearts, diamonds, clubs.

3. The two players who draw the highest cards play as partners against the other two. The player with the highest card deals first and has the right to choose his seat and the pack with which he will deal. He may consult his partner but, having announced his decision, must abide by it. Thereafter, the opponents may, after consultation, determine their respective occupancy of the two remaining seats.

PREPARING THE PACK—THE SHUFFLE

4. When available, two distinguishable packs are used alternately. The pack for each deal is prepared by the player on the left of its dealer (if practicable, during the previous deal). Preparing a pack consists of collecting and shuffling the cards and of placing them face down, as a pack, on the left of the next dealer.

5. A properly prepared pack should not be disturbed until its dealer picks it up for his deal, at which time he is entitled to the final shuffle. No player may shuffle a pack other than its dealer and the player on his left.

* If more than four persons desire to play, it is customary, before drawing cards for partners, for those with equal rights to draw cards to determine precedence. See Rules for Club Procedure, p. 183.

LAWS OF BRIDGE

6. The cards should be shuffled thoroughly, in full view and without exposing the face of any card.

THE CUT

7. The prepared pack is cut immediately preceding the deal. The dealer presents it to the player on his right, who lifts off a portion and places it toward the dealer beside the bottom portion. Each portion must contain at least four cards. The dealer completes the cut by placing the bottom portion uppermost. If the cut is omitted, see Sec. 12c and 14.

NEW CUT—NEW SHUFFLE

8. Any player may, before the first card is dealt, demand a new cut or a new shuffle, if he thinks that the requirements of the four preceding sections have not been fully complied with, or if a card is faced in cutting, or if a player sees the face of a card other than the bottom card.

9. In the event of a new shuffle, only the dealer has the right to shuffle, and, thereafter, the pack should be duly cut.

THE DEAL

10. Players deal in rotation. The dealer must deal the 52 cards face down, 1 at a time in rotation into four packets, the first card to the player on his left, the last card to himself and 13 cards to each player. If he deals 2 cards simultaneously or 2 cards consecutively to the same player, he may, before dealing another card, rectify the error, provided he does so to the satisfaction of his opponents.

RECLAIMING OWN PACK

11. The pack originally belonging to a side may be reclaimed, but a deal may not be stopped to effect restoration, irrespective of when it was claimed.

CHANGING THE DEALER OR THE PACK

12. In the event of a new deal

- a. The same dealer redeals, unless his attempt was out of rotation, in which case the deal reverts to the player whose turn it was to deal.

LAWS OF BRIDGE

- b.* The same pack is used, unless it was incorrect or was reclaimed as provided in the previous section.
- c.* There is a new shuffle by the dealer and a new cut.

NEW DEAL LIMITATIONS

13. There may not be a new deal during the deal except as provided in the next two sections, and a deal which stands, stands as a correct deal made in rotation.

OPTIONAL NEW DEAL DURING THE DEAL

14. If a player is dealing out of rotation or with an uncut pack, any player may, before the last card is dealt, require a new deal.

COMPULSORY NEW DEAL DURING THE DEAL

15. There must be a new deal if it is ascertained before the last card is dealt

- a.* That the cards have not been dealt as provided in Sec. 10; or
- b.* That a card is faced in the pack or elsewhere; or
- c.* That a player has seen and can correctly name 2 or more cards dealt or to be dealt to another player.

PROPRIETIES OF THE DEAL

The dealer should refrain from

- a.* Looking at the bottom card before completing the deal;
- b.* Tilting a card upward or otherwise allowing one to be seen. This may impose an unpleasant duty on another player (see Sec. 15*c*).

The other players should refrain from touching or looking at their cards until the deal is completed. Such action may be embarrassing if it results in facing a card (see Sec. 15*b*).

SECOND PERIOD THE AUCTION

The period beginning when the last card of a correct deal has been placed on the table and ending when a call made by one player has been passed by the three others.

LAWS OF BRIDGE

DUTY TO COUNT CARDS

16. After the deal is completed, each player should count his cards and forthwith announce any shortage or surplusage.

OPENING, CLOSING, ABANDONING THE AUCTION

17. Each player in rotation beginning with the dealer either passes or opens the auction by making a bid. If a player opens the auction, each player in rotation makes a call until the auction is closed by three players' passing successively.* If no player elects to open the auction, *i.e.*, if all four players pass in the first round of the calling, the players abandon their hands, and the deal passes in rotation.*

BIDDING

18. The first bid should name a number of odd tricks from 1 to 7 (inclusive) and a denomination. Thereafter, each bid should name a greater number of odd tricks than the last preceding bid or an equal number of a higher denomination. In bidding, the denominations rank upward as follows: clubs, diamonds, hearts, spades, notrump.

DOUBLING AND REDOUBLING

19. Any player may in rotation double the last preceding bid if it was made by an opponent or may redouble it if it was made by his side and doubled by an opponent. A bid which has been redoubled may not again be doubled or redoubled. Doubling and redoubling affect the point value of undertricks, of odd tricks bid and won and of overtricks

* A player is deemed to have passed if he has missed his turn to call because his partner has condoned a call out of rotation; but if the first call is a pass out of rotation condoned by L.H.O.'s pass, the auction proceeds as though the offender has dealt.

Examples: South, the dealer, passes; North passes out of rotation; East passes, condoning North's offense; *result:* West is deemed to have passed, and the players abandon their hands. But if South deals; and North makes the first call, a pass out of rotation, and East passes, condoning North's offense; *result:* the calling proceeds as though North had dealt.

LAWS OF BRIDGE

as tabulated in the Scoring Table, but they do not increase the rank of the doubled, or doubled and redoubled, bid.

INFORMATION AS TO PREVIOUS CALLS

20. Before the auction is closed, a player (unless he is by law obligated to pass) may ask the opponents to restate previous calls, but only when it is his turn to call (see also Sec. 44). If a player discloses that he has made a call based on a misconception of a previous call, Sec. 27 may, in an appropriate case, be invoked.

NEW DEAL DURING THE AUCTION

21. There must be a new deal (see also Secs. 22 and 23)

- a. If when the deal is completed, a player picks up another player's hand and sees a card in it:
- b. If it is ascertained that the pack contains an improper number of cards or a duplication;
- c. If it is ascertained that one player must have picked up too many cards, another too few.

CARD MISSING DURING THE AUCTION

22. If, during the auction, a hand is found to have too few cards, careful search should be made for the missing card. If it is not found at all or until after the players abandon their hands, or if it is found in another player's hand, there must be a new deal. If it is found elsewhere, it must be placed in the deficient hand, and if partner sees its face, Sec. 28 applies.

SURPLUS CARD DURING THE AUCTION

23. If, during the auction, a hand is found to have too many cards, the reason should be ascertained. If the surplusage is attributable to

- a. Picking up another player's card or to an imperfect pack, or if the players abandon their hands before ascertaining the reason for the surplusage, there must be a new deal;
- b. Acquiring a card from the other pack, said card must forthwith be restored to it.

LAWS OF BRIDGE

PROCEDURE WHEN AN IRREGULARITY IS COMMITTED: IMPROPER PENALTY SELECTION OR ADVICE

24. When an irregularity is committed

- a. Any player may draw attention to it, give or obtain information as to the law covering it, and ask L.H.O. whether he knows his rights;
- b. If the irregularity is subject to a penalty provision,* only L.H.O. may condone the irregularity, or enforce or select a penalty; and if R.H.O. assumes any of these prerogatives or offers advice regarding their assumption, the irregularity is deemed condoned and the subsequent procedure is governed by Sec. 26 or 30;
- c. The fact that the offending side has called attention to its own irregularity does not in any way affect the rights of the opponents;
- d. All questions as to whether any penalty applies or as to what penalty applies must be settled by the players prior to the actual payment of a penalty. A penalty once paid or other action once taken stands, even though at some later time it is discovered to have been incorrect.

THE RIGHT OF CONDONEMENT

25. The right to condone an irregularity is wholly independent of, and additional to, other rights accorded by the penalty sections of the laws. It may operate as a right to cancel or to validate. It may be exercised inadvertently or from disinclination to exact a penalty or because condonement operates to the advantage of the nonoffending side. It is a right which may be exercised only by L.H.O. In deciding whether or not to exercise it, he may receive no assistance from R.H.O. other than that permitted by Sec. 24a.

* Each penalty provision is designated by the word (*penalty*) inserted in the text prior to the penalty provision, which invariably occupies the rest of the applicable section or clause.

LAWS OF BRIDGE

PROCEDURE WHEN AN IRREGULARITY IS CONDONED

26. If L.H.O. condones an irregularity which is subject to a penalty provision, or if R.H.O. in effect condones it as provided in Sec. 24*b*, if the irregularity is

- a.* An improper call, Sec. 30 governs the procedure;
- b.* Subject to Sec. 27 and 28*b*, the penalty is canceled.

DISCLOSING NATURE OF HAND OR CARD HELD

27. If, during the auction, a player makes a remark which discloses to his partner the nature of his hand, his intentions or desires or the presence or absence of a card in his hand, (*penalty*) L.H.O. may require the offending side to pass whenever it is its turn to call, and the authorized opponent may require or forbid the lead of a specified suit when first it is the offending side's turn to lead.

CARD FACED OR SEEN DURING THE AUCTION

28. If, during the auction, a player faces a card on the table or sees the face of a card belonging to his partner; if the card is

- a.* One card lower than a jack* and not prematurely led, there is no penalty, and the card, if detached, may forthwith be picked up;
- b.* An ace, king, queen or jack, or a lower card prematurely led, or more than 1 card, (*penalty*)—
 - (1) The owner's partner must pass whenever it is his turn to call; and
 - (2) If the owner becomes a defender, declarer may treat every such card as a penalty card (Secs. 89 to 92);† or, if it is the other defender's opening lead, the declarer may require or forbid the opening lead of a specified suit.

* If 2 (or more) cards are faced or seen at different times, clause *b* applies to both of them, even though one has been picked up as provided in clause *a*.

† Any card subject to clause *b* should be left face up on the table until after the auction closes, and, if the owner becomes a defender, until after declarer has selected a penalty. If declarer selects the lead penalty, all such cards may be picked up.

LAWS OF BRIDGE

IMPROPER CALLS*

IMPROPER CALL CONDONED

29. An improper call is condoned

- a.* If L.H.O. so announces before calling;
- b.* If L.H.O. calls, deliberately or inadvertently, before all questions in regard to rectification and penalty enforcement, normally settled before he calls, have been determined;
- c.* If R.H.O. assumes a prerogative reserved to L.H.O. in Sec. 24*b* or offers advice as to its assumption.

30. When an improper call is condoned, if it is listed

- a.* In Sec. 32 or 33, the penalty is canceled and the offender's last call stands; but if it is a bid, L.H.O. may supplant it by making a bid which outranks the offender's lowest ranking bid;
- b.* In Sec. 36, the auction proceeds as if it had been made in rotation;
- c.* In Sec. 37, the offender is deemed to have doubled or redoubled the bid as made, but the penalty is canceled;
- d.* In Sec. 38, 39 or 40, the auction proceeds as if the offender had passed;
- e.* In Sec. 41, the penalty is canceled, but rectification proceeds unless L.H.O. has called;
- f.* In Sec. 42, all penalties are canceled, and an appropriate clause of Sec. 30 applies;
- g.* In Sec. 46, the penalty is canceled.

CHANGING A CALL—TWO SEPARATE CALLS

31. If a player makes a call and changes it in any way practically in the same breath (see Sec. 24*d*), his last call

* All possible improper calls are listed in Secs. 31 to 42 (inclusive) and 46 (Call After the Auction Is Closed); *e.g.*, "6 nullos" or "4 spaces doubled" are not calls but improper remarks. The auction proceeds as if an improper remark had not been made, unless Sec. 27 applies.

LAWS OF BRIDGE

replaces his first call, and the act of changing the call entails no penalty.

32. A change of call, other than one covered by the preceding section, ranks as two separate calls; the second call is canceled, and if the first call is

- a. A proper call, the offender may allow it to stand or substitute any proper call, and (*penalty*) in either case his partner must pass whenever it is his turn to call;
- b. An improper call, it is subject to penalty under the appropriate Improper Calls section.

INSUFFICIENT BID

33. An insufficient bid must be made sufficient in the same or another denomination,* and if the offender selects

- a. The lowest sufficient bid of the same denomination, (*penalty*) his partner must pass when next it is his turn to call;
- b. Another bid, (*penalty*) his partner must pass whenever it is his turn to call.

If an offender corrects his insufficient bid belatedly, *i.e.*, too late to claim immunity from penalty under Sec. 31, but without due consideration, he may substitute another bid. If L.H.O. calls without allowing time for a substitution, Secs. 29*b* and 30*a* apply.

CALL OUT OF ROTATION

34. If a call out of rotation is

- a. Canceled, the auction reverts to the player whose turn it was to call;
- b. Condoned or allowed to stand, L.H.O. calls next.

35. Rank and disposition of certain improper calls that are not subject to penalty as calls out of rotation:

- a. If a player makes a second call before L.H.O. has called, Sec. 32 applies and Sec. 36 does not.

* A player cannot be required to make an insufficient seven bid sufficient. In such a case Sec. 41 applies.

LAWS OF BRIDGE

- b.* If a player makes a call simultaneously with another player's proper call, it ranks as a subsequent call; hence, Sec. 36 does not apply to a call made simultaneously with R.H.O.'s proper call.
- c.* If a player is required to pass because of a law infringement, he should be given an opportunity to do so; but there is no penalty if the player on his left makes a proper call prematurely.
- d.* If the player whose turn it was to call calls before attention has been drawn to a call out of rotation made by the player on his left, Sec. 36 does not apply and the auction proceeds as if the player on his left had not called.

36. If a call out of rotation was a

Pass

- a.* Made before the opening bid, or subsequently when it was R.H.O.'s turn to call, it is canceled, and (*penalty*) the offender must pass when next it is his turn to call;
- b.* Made after the opening bid and when it was partner's turn to call, it is canceled, and (*penalty*) the offending side must pass whenever it is its turn to call;

Opening Bid

- c.* Made when it was R.H.O.'s turn to call, it is canceled; and (*penalty*) the offender's partner must pass when next it is his turn to call;
- d.* Made when it was partner's or L.H.O.'s turn to call, it is canceled, and (*penalty*) the offender's partner must pass whenever it is his turn to call;

Bid other than an opening bid

- e.* Made when it was R.H.O.'s turn to call, it is canceled, and (*penalty*) the offender's partner must pass when next it is his turn to call;

LAWS OF BRIDGE

- f.* Made when it was partner's turn to call, it is canceled, and (*penalty*) the offending side must pass whenever it is its turn to call, and if it has the opening lead, declarer may require or forbid the opening lead of a specified suit;

Double or redouble after the opening bid*

- g.* Made when it was R.H.O.'s turn to call, L.H.O. may allow it to stand or cancel it, and in either case (*penalty*) the offender's partner must pass whenever it is his turn to call;
- h.* Made when it was partner's turn to call, L.H.O. may allow it to stand or cancel it, and in either case (*penalty*) the offending side must pass whenever it is its turn to call, and if it has the opening lead, declarer may require or forbid the opening lead of a specified suit.

IMPROPER DOUBLE OR REDOUBLE

37. If, in doubling or redoubling, a player names an incorrect number of tricks or a wrong denomination,† he is deemed to have doubled or redoubled the bid as made, and (*penalty*) his partner must pass when next it is his turn to call.

38. If a player doubles or redoubles a bid which he or his partner has already doubled or redoubled, the offender is deemed to have passed; L.H.O. may cancel the previous double or redouble made by the offender or his partner, and (*penalty*) the offending side must pass whenever it is its turn to call.

39. If a player doubles his partner's bid or redoubles any bid which has not been doubled, the offender must substitute any proper call, and (*penalty*) his partner must pass whenever it is his turn to call.

* If a player doubles or redoubles out of rotation before the opening bid, Sec. 40 applies.

† It is improper to state the denomination or the number of tricks when doubling or redoubling. See footnote, p. 177.

LAWS OF BRIDGE

40. If a player doubles or redoubles before the auction opens, the improper call is canceled; the offender may in turn make any proper call, and (*penalty*) the offender's partner must pass whenever it is his turn to call.

INSUFFICIENT BID OF SEVEN: BID OF EIGHT OR MORE; VIOLATING REQUIREMENT TO PASS

41. If a player makes an insufficient bid of seven, or bids more than seven,* or bids, doubles or redoubles when required by law to pass, (*rectification*) L.H.O. may allow the improper call to stand or require the offender to substitute a pass; and in either case (*penalty*) the offending side must pass whenever it is its turn to call, and if the offender's partner has the opening lead, declarer may require or forbid the opening lead of a specified suit.

DOUBLY IMPROPER CALL

42. If a player makes a call subject to penalty under two (or more) improper call sections, L.H.O. may apply either section.

THIRD PERIOD THE PLAY

The period beginning when a bid, double or redouble has been passed by the three other players, and ending when the number of tricks won by each side has been duly determined

CHANGES EFFECTIVE WHEN THE AUCTION CLOSES

43. When the auction closes—the final bid in the auction becomes the *contract*; if the contract is in a suit, each card of that suit becomes a *trump*; the player who made the final bid and his partner become the *contractors*; the contractor who first bid the denomination named in the contract becomes *declarer*; his partner becomes *dummy*; and the other side become the *defenders*.

* A bid of more than seven ranks, if allowed to stand, as a bid of seven. It is improper intentionally to bid more than seven.

LAWS OF BRIDGE

REVIEWING THE CALLING

44. Before the opening lead has been duly made, declarer or a defender may ask the opponents to restate previous calls (see also Sec. 20). If a defender discloses that he has made a call based on a misconception of a previous call, Sec. 97 may, in an appropriate case, be invoked. Dummy may reply to a defender's restatement request and should correct errors in restatement but may not ask to have calls restated. The opening lead should be deferred until any request for restatement has been complied with.

45. After the opening lead has been duly made, declarer or a defender is entitled to be informed only what the contract is and whether, but not by whom, it was doubled or redoubled.

CALL AFTER THE AUCTION IS CLOSED

46. A call made after the auction is closed is canceled. If it is a pass made by a defender, or any call made by a contractor, there is no penalty. If it is a bid, double or redouble made by a defender, (*penalty*) declarer may announce that he will impose a lead penalty when next it is the other defender's turn to lead,* at which time declarer may require or forbid him to lead a specified suit.

THE OPENING LEAD—FACING THE DUMMY HAND

47. The defender on declarer's left makes the opening lead. Dummy then spreads his hand in front of him on the table, face up and grouped in suits with the trumps on his right. Declarer plays both of the contractors' hands.

THE SEQUENCE AND PROCEDURE OF PLAY

48. After a lead, a card is played from each hand in rotation and the 4 cards thus played constitute a completed *trick*. The leader may lead any card. The three other hands must follow suit if they can but, if unable to follow suit, may play any card. The hand playing the highest trump wins a trick containing a trump or trumps. The hand play-

* In an appropriate case he may call the opening lead.

LAWS OF BRIDGE

ing the highest card of the suit led wins a trick lacking a trump. The hand winning a trick leads to the next trick.

TAKING BACK PLAYED CARD

49. A played card may not be voluntarily withdrawn except to correct a revoke or except as provided in Secs. 52*a* and 84; but one withdrawn, by specific or implied direction in calling a penalty, should be replaced in the hand to which it belongs unless it becomes a penalty card.

CARD MISSING DURING THE PLAY PERIOD

50. If, during the play period, a hand is found to have too few cards, careful search should be made for the missing card. If it is not found at all or until after the players abandon their hands, or if it is found in another player's hand, there must be a new deal. If it is found in a trick, Sec. 52 applies. If it is found elsewhere, it must be placed in the deficient hand; and if it belongs to a defender whose partner has seen its face, it becomes a penalty card, or if a player (other than dummy) has revoked owing to failure to play it, the revoke law applies. If the missing card is subject to both the penalty card and revoke laws, only the revoke law may be enforced.

SURPLUS CARD DURING THE PLAY PERIOD

51. If, during the play period, a hand is found to have too many cards, the reason should be ascertained. If the surplusage is attributable to—

- a.* Picking up too many cards or to an imperfect pack, or if the players abandon their hands before ascertaining the reason for the surplusage, there must be a new deal;
- b.* Failure to play to a trick, Sec. 52 applies;
- c.* Acquiring a card from the other pack, said card must forthwith be restored to the other pack. If said card has been played to a trick, play proceeds as though the offender had not played to the defective trick and Sec. 52 applies; and, in addition, if said card has won a defective trick to which

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Sec. 52*b* applies, (*penalty*) 1 trick is transferred, after play ceases, to the nonoffending side (Sec. 69).

DEFECTIVE TRICK

52. If a hand has played too many cards or not at all to a trick and if attention is called to the irregularity

- a.* Before a player of each side has played to the next trick, it must be rectified and Secs. 85, 88*b*, 93 and/or 95*a* and *b* may apply;
- b.* After a player of each side has played to the next trick, the defective trick stands as played, and
 - (1) A hand with too few cards plays the hand out with fewer cards than the other hands, does not play to the final trick (or tricks) and if it wins a trick with its last card the lead passes in rotation;
 - (2) A hand with too many cards forthwith faces a card and, if possible, one it could properly have played to the defective trick. A card so faced is added to the defective trick, but does not change its ownership.

INSPECTING TRICKS DURING PLAY

53. Declarer or either defender may, until his side has led or played to the next trick, inspect a trick and inquire what cards have been played to it from the respective hands. Except as above provided or to account for a surplus or missing card, turned tricks may be inspected only with the other side's consent, until after play ceases.

GATHERING AND ARRANGING TRICKS

54. Each completed trick must be gathered and turned face down on the table by the side winning it. The cards of each turned trick should be kept together so that their identity can be readily established. All the tricks taken by a side should be arranged together in front of one member, *i.e.*, in front of declarer or of one of the defenders, and in such manner that their number and sequence are apparent.

LAWS OF BRIDGE

TRICK APPROPRIATED BY THE WRONG SIDE

55. A trick appropriated in error by the side that did not win it must be restored if claimed before the cards have been mixed together (see Sec. 70).

TRICK CONCEDED IN ERROR

56. The concession of a trick which cannot be lost by any play of the cards is void.

NEW DEAL DURING THE PLAY PERIOD

57. There must be a new deal during the play period (see also Secs. 50 and 51a) if it is ascertained, before the cards have been mixed together (see the last sentence of Sec. 70),

- a. That the pack contains an improper number of cards or a duplication;
- b. That one player must have picked up too many cards, another too few.

PROCEDURE WHEN AN IRREGULARITY IS COMMITTED

IMPROPER PENALTY SELECTION OR ADVICE

58. When an irregularity is committed

- a. Any player (including dummy) may draw attention to it,* give or obtain information as to the law covering it, and ask the authorized opponent whether he knows his rights;
- b. If the irregularity is subject to a penalty provision,† only the authorized opponent may condone the irregularity, or enforce or select a penalty; and if his partner assumes any of these prerogatives, or offers advice regarding their assumption, the irregularity is deemed condoned and the penalty is canceled (Sec. 60);
- c. The fact that the offending side has called atten-

* Dummy may not, after intentionally seeing a card in a player's hand, draw attention to a defender's irregularity (see Sec. 73).

† Each penalty provision is designated by the word (*penalty*) inserted in the text prior to the penalty provision, which invariably occupies the rest of the applicable section or clause.

tion to its own irregularity does not in any way affect its opponents' rights;

- d.* All questions as to whether any penalty applies, or as to what penalty applies, must be settled by the players prior to the actual payment of a penalty. A penalty once paid or other action once taken stands, even though at some later time it is discovered to have been incorrect.

THE RIGHT OF CONDONEMENT

59. The right to condone an irregularity is wholly independent of and additional to other rights accorded by the penalty sections of the laws. It may operate as a right to cancel or to validate. It may be exercised inadvertently or from disinclination to exact a penalty or because condonement operates to the advantage of the nonoffending side. It is a right which may be exercised only by the authorized opponent. In deciding whether or not to exercise it, he may receive no assistance from his partner other than that permitted by Sec. 58*a*.

PROCEDURE WHEN AN IRREGULARITY IS CONDONED

60. If the authorized opponent condones an irregularity which is subject to a penalty provision, or if his partner in effect condones it as provided in Sec. 58*b*, the penalty provisions of the applicable section or clause are canceled.

INABILITY TO LEAD OR PLAY AS REQUIRED

61. If an offender is unable to lead or play as required to comply with a penalty, either because he has no card of the required suit or because of his obligation to follow suit (see Sec. 92), he may play any legal card, and the penalty lapses except in the case of a penalty card (see Sec. 90). When the authorized opponent has a choice of penalties, he must make his selection before ascertaining whether or not the offender is able to comply.

PLAYING BEFORE PENALTY HAS BEEN NAMED

62. If an offender, when subject to a lead or play penalty, plays before a penalty has been named or exacted, the right

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to enforce a penalty is not affected thereby (see Sec. 88c), unless the nonoffending side also plays, in which case the right to enforce any penalty lapses.

THE REVOKE

REVOKE DEFINED

63. *To revoke*: to fail, when able to do so,

- a. To follow suit;
- b. To lead or play as directed when paying a penalty.

Penalty revoke: a revoke other than one excluded from penalty in the next section.

REVOKES NOT SUBJECT TO PENALTY

64. There is no revoke penalty for a revoke

- a. To which attention is first drawn after the cards have been mixed together (see Sec. 70);
- b. Made in failing to lead or play a card faced on the table.* In such a case, a correct card must be substituted, and cards played after the revoke card and before attention is drawn to it may be taken back, unless a player of each side has played to the next trick, in which case the revoke trick stands as played;
- c. Made in failing to follow suit in the twelfth trick. In such a case the other card must be substituted, and a card played by an opponent after the revoke card may be taken back;
- d. Made by a defender, if dummy has violated Sec. 73 and then is the first to draw attention to the revoke. In such a case a correct card must be substituted, the revoke card may be picked up, and cards played after the revoke card and before attention is drawn to it may be taken back; except that if attention is not drawn to the revoke before the offending side has led or played to the next trick, the revoke trick stands as played;

* This clause applies not only to dummy but to any faced hand and to penalty cards.

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- e.* Made by declarer in failing to lead the required suit from his hand, if the defenders have failed to observe the procedure dictated by the footnote to Sec. 85.

INQUIRIES REGARDING A POSSIBLE REVOKE

65. Any player, including dummy, may ask whether a play constitutes a revoke and may demand that an opponent correct his revoke, but nothing can alter or postpone the operation of Sec. 67.

CORRECTED PENALTY REVOKE

66. An offender may correct his penalty revoke before it becomes established by withdrawing the revoke card, and if he is

- a.* A defender, (*penalty*) declarer may treat the revoke card as a penalty card (Secs. 89 to 92), or require the offender to substitute his highest or lowest correct card;
- b.* Declarer, the revoke card may be picked up; and if L.H.D. has played to the trick after declarer, (*penalty*) L.H.D. may require declarer to substitute his highest or lowest correct card.

Unless a penalty requiring a substitution as above provided has been invoked, the offender must substitute any correct card. A card played by an opponent, after the revoke card and before attention is drawn to the revoke, may be taken back.

ESTABLISHMENT OF A PENALTY REVOKE

67. A penalty revoke becomes established when the offending side leads or plays to a subsequent trick or announces its intention of so doing either directly by naming a card or indirectly by claiming or conceding a trick or exposing a hand.

ESTABLISHED PENALTY REVOKE

68. If a penalty revoke becomes established, the revoke trick stands as played; and, if it or a subsequent trick is

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won by the revoking side, (*penalty*) two such tricks are transferred, after play ceases, to the other side for a player's first revoke in each suit.* There is no penalty for a subsequent revoke in the same suit by the same player.†

SCORING TRANSFERRED TRICKS

69. A transferred trick ranks for all scoring purposes (including fulfilling contracts, assessing undertrick penalties, making games, and scoring premiums for doubled made contracts, overtricks, slams and rubber) as a trick won in play by the side receiving it.

INSPECTING TRICKS

70. The tricks and unplayed cards may be inspected after play ceases to settle a claim of a revoke or of honors, or the number of tricks won or lost. If, after such claim, an opponent so mixes the cards that the claim cannot be proved, it must be allowed.

DUMMY

DUMMY'S STATUS AND DEPORTMENT

71. Declarer's partner becomes dummy when the auction closes. Dummy may review the auction at a defender's request and should correct errors in restatement, but should not ask to have calls restated. After the opening lead, dummy spreads his hand in front of him on the table, face up and grouped in suits with the trumps on his right.

72. Dummy, except to reply to a proper question, should normally refrain from all comment and from taking any active part in the play; but, if it is a question of an irregularity, dummy may exercise the rights accorded him by

* If no such trick is available for transfer, the penalty lapses. If but one such trick is available, it is transferred and the penalty is satisfied. When a revoke in fact costs the nonoffending side more than the 2 tricks transferred to it, there is a further transfer of tricks, sufficient to protect the nonoffending side from loss. (In rubber bridge, the number of additional tricks to be transferred is determined by agreement among the players.)

† It is improper to revoke to conceal a previous revoke.

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Secs. 58*a* and 65, subject to the limitations imposed by Secs. 58*b* and 73.

73. Dummy should not exchange hands with declarer, lean over to see a defender's cards, leave his seat to watch declarer play or, on his own initiative, look at the face of a card in a player's hand. If dummy, as a result of any such act, sees a card in a player's hand and thereafter is the first to call attention to a defender's irregularity, declarer may not enforce any penalty for the offense (see Sec. 64*d* if dummy so calls attention to a defender's revoke).

DUMMY IMPROPERLY DIRECTING PLAY

74. If dummy voluntarily informs declarer which of his two hands has won the lead or warns him not to lead out of the wrong hand, (*penalty*) L.H.D. (the defender on dummy's left) may choose the hand from which declarer shall lead.

75. If dummy, by word or unmistakable gesture, improperly suggests that declarer in playing from the dummy hand*

- a.* Follow suit with a specific card, (*penalty*) L.H.D. may require or forbid the play of that card, or require the play of the highest or lowest card of that suit;
- b.* Lead or discard a specific suit or trump a trick, (*penalty*) L.H.D. may require or forbid the lead or play of that suit;
- c.* Lead or discard a specific card or trump with one, (*penalty*) L.H.D. may require or forbid the lead or play of that card, or if the dummy hand has
 - (1) A card of another suit, forbid the lead or play of the suit of the suggested card;
 - (2) No card of another suit, require the lead or play of the highest or lowest card.

* This section should be invoked only when dummy has definitely suggested a lead or play which may prove of advantage to the contractors, not when dummy carelessly touches a card. It is improper for declarer to adopt at a subsequent trick an advantageous line of play previously both suggested by dummy and outlawed by a penalty. L.H.D. is the defender on dummy's left.

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76. If dummy, before declarer has played, voluntarily directs his attention to the current trick in any way, as by saying it is already his, pushing the cards toward him or naming the card played from dummy, (*penalty*) L.H.D. (the defender on dummy's left) may require declarer to play his highest or lowest card in the suit led or, subject to his duty to follow suit, to play a card of another specified suit.

DUMMY CONVEYING ILLEGAL INFORMATION

77. If dummy improperly makes a remark which discloses the nature of an unexposed hand or which locates an unplayed card as being in the hand of either defender, (*penalty*) L.H.D. (the defender on dummy's left) may announce that he will impose a lead penalty when next it is a contractor's lead, at which time he may require or forbid the lead of a specified suit.

REVOKES FROM DUMMY HAND

78. Revokes made from the dummy hand rank as non-penalty revokes (Sec. 64*b*).

DECLARER

PLAYED CARD

79. Declarer plays both of the contractors' hands. He is deemed to have played a card from

- a.* His own hand when the card touches the table after being detached from his remaining cards with apparent intent to play;
- b.* Dummy (or from his own hand if he has faced it) when he names or touches it, unless for a purpose other than play either manifest or mentioned by him;
- c.* Either hand when named by him as the one he proposes to play.

DECLARER'S DEPARTMENT: PLAYING OUT HANDS

80. Declarer should refrain from making gratuitous comments as to the auction, the adequacy of the contract

or the nature of the hand. Such comments may in certain cases be construed as a suggestion curtailing play, covered by the next section. Declarer should make it a practice to play out all hands in which there is any doubt as to the eventual outcome, and should not utilize any information he may derive from the fact that his claim of tricks is disputed.

DECLARER CLAIMING OR CONCEDED TRICKS

81. If declarer intentionally exposes his hand, claims or concedes one or more of the remaining tricks, or otherwise suggests that play may be curtailed, play should cease, and declarer should place and leave his hand face up on the table and should forthwith make any statement necessary to indicate his intended line of play.

82. If a defender disputes declarer's claim

- a. Declarer must play on, leaving his hand face up on the table;
- b. Either defender may require declarer to abide by any statement he may have made; and
- c. Unless declarer's intention to make a play listed below was announced before or coincident with the facing of his hand, either defender (before a defender thereafter plays) may always require declarer
 - (1) To follow suit with the highest card, if he attempts to finesse* a lower card when the defender next to play may hold an intermediate winner;†
 - (2) To ruff, if he attempts to establish a winner† by not ruffing;
 - (3) To ruff low, if he attempts to ruff high to prevent an overruff;

* Declarer may not be prevented from taking a finesse in a suit in which the defender next to play has, previous to the claim, failed to follow suit.

† A winner is a card of sufficient rank to win a trick.

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- (4) To lead another suit, if he attempts to prevent a ruff by drawing a defender's trump, apparently overlooked until his claim was disputed.

83. It is proper for a defender, even when his side may profit thereby, to face or pick up his hand, but not part of it, at any time after declarer has suggested a curtailment of play. The defenders must allow declarer's claim or concession if both of them accede or abandon their hands.

DECLARER PLAYING TWICE, EXPOSING CARDS

84. If declarer drops a card along with one he intends to lead or play, he may play either card and pick the other card (or cards) up. If declarer accidentally exposes a card (or cards), he may pick it up (subject to Sec. 94*b*).

DECLARER LEADING OUT OF TURN

85. If declarer leads out of turn from either hand, either defender may call attention to the irregularity, but only L.H.D. (the defender on the left of the hand from which declarer has led out of turn) may decide whether or not it should be corrected, and declarer may not withdraw the lead until L.H.D. requires a lead in turn. L.H.D. may treat the lead out of turn as a correct lead, and must treat it as such if, before he has required a lead in turn, either defender, deliberately or inadvertently, plays (Sec. 95*b* may apply). If declarer is required to correct his lead out of turn (Sec. 88*e* may apply), the card wrongly led is replaced in the hand to which it belongs; and

- a.* If it was a defender's turn to lead, there is no penalty;
- b.* If declarer has led from the wrong hand, (*penalty*) he must, if he can, lead a card of the same suit from the correct hand.*

* Correct procedure dictates that L.H.D., when requiring declarer to lead from his own hand, should name the suit declarer is by law obligated to lead. If L.H.D. fails to do so, and if neither defender, before his side has played, questions declarer regarding a possible revoke if he leads another suit, the lead stands as a correct lead (Sec. 64*e*).

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THE DEFENDERS

PLAYED CARD

86. A defender is deemed to have played a card

- a.* When his partner sees its face after it has been detached from his remaining cards with apparent intent to play;
- b.* When it is named by him as one he proposes to play;
- c.* If his hand is faced, when he names or touches it unless for a purpose other than play either manifest or mentioned by him.

DEFENDER CLAIMING OR CONCEDED TRICKS

87. A defender should refrain from claiming or conceding tricks. Such action may impart improper information and is frequently subject to penalty (Secs. 67, 88d, 97 and 98). If, however, a defender decides (presumably in order to expedite play) to claim or concede one or more of the remaining tricks, correct procedure requires that he show his hand or part of it to declarer only. A concession of tricks by a defender is not valid unless his partner accedes; but this provision does not preclude the enforcement of a penalty provided by the sections referred to above.

PENALTY CARD

88. If a defender

- a.* Drops a card face up on the table;
- b.* Drops a card simultaneously with one led or played,* or plays a second card to a trick (Sec. 52a);
- c.* Plays before declarer has named or exacted a lead or play penalty (see Sec. 62);
- d.* Sees the face of a card belonging to his partner (except as provided in Sec. 83);

* If the defenders lead simultaneously, the correct lead stands. If a defender leads or plays two or more cards simultaneously, he may play either card.

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- e. Plays to declarer's lead out of turn after declarer has been required to correct it;
- f. Plays another card when obligated to play a penalty card;

(*penalty*) any such card becomes a penalty card.*

DISPOSITION OF A PENALTY CARD

89. A defender must leave his penalty card face up on the table. If he improperly picks it up, and if declarer fails to call attention to the error before thereafter playing from both hands, declarer is deemed to have condoned the original offense.

90. A penalty card must be played at the first legal opportunity (see Sec. 92), whether in leading, following suit, discarding or trumping. This obligation continues until the card is played, or until declarer nullifies it by selecting the option given in the next section. If a defender can play either of two (or more) penalty cards, declarer may designate which one is to be played.

91. If an ace, king, queen or jack becomes a penalty card and is still unplayed when first thereafter it is the turn of the owner's partner to lead; (*penalty*) declarer may forbid the lead of the suit of that card, in which case the penalty card ceases to be a penalty card and may be picked up. Declarer may not enforce this option after the owner's partner has led unless he has previously advised that he was contemplating such action.

PRECEDENCE OF A DEFENDER'S OBLIGATIONS

92. When a defender incurs two or more obligations, he must fulfill them in the following order of precedence:

- a. He must follow suit to a lead, if able. This obligation overrides all other requirements of the laws.
- b. He must respond, if able, and as directed by declarer, to a proper lead or play penalty. If he has

* Declarer may also treat certain other cards as penalty cards as provided in Secs. 28*b*, 66*a*, 93*a* and 98.

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an unplayed penalty card and if the lead or play penalty cannot be satisfied by playing the penalty card, he must play it at the next legal opportunity.

c. He must play a penalty card, if able.

DEFENDER LEADING OUT OF TURN

93. If a defender leads out of turn, declarer may treat the card so led as a correct lead, and must treat it as such if he plays a card from either hand, deliberately or inadvertently, to the out-of-turn lead. If declarer requires a lead in turn, he may

- a. If it was the other defender's turn to lead, (*penalty*) treat the card led out of turn as a penalty card, or require or forbid the correct leader to lead a specified suit;
- b. If it was a contractor's turn to lead, (*penalty*) treat the card led out of turn as a penalty card, or announce that he will impose a lead penalty when next it is a defender's lead, at which time declarer may require or forbid the lead of a specified suit.

If declarer selects the penalty-card option, any card may be led; if he selects the lead penalty, the card wrongly led may be picked up.

94. If the wrong defender makes the opening lead, Sec. 93 applies, but

- a. Should dummy expose any of his cards before declarer has named the penalty, declarer may treat the card led out of turn as a penalty card, but may not impose a lead penalty, unless the penalty card is an ace, king, queen or jack subject to Sec. 91. If Sec. 91 applies to the penalty card, declarer may forbid the opening lead of the suit of the penalty card, in which case the penalty card may be picked up;
- b. Should declarer expose three or more of his cards, play continues as if no irregularity had occurred and dummy becomes declarer;

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- c. Should declarer treat the out-of-turn lead as a correct lead, dummy should forthwith expose his hand.

DEFENDER TAKING PREMATURE ACTION

95. If a defender

- a. Leads before his partner has played to the current trick;*
- b. Plays, when fourth hand, before his partner has played;†
- c. Before his partner has played, improperly directs his attention to the current trick in any way, as by pushing the cards toward him, or naming his own played card, or by saying it is already his;

(*penalty*) declarer may require the other defender to play to the current trick his highest or lowest card in the suit led, or to play a card (subject to his duty to follow suit) of another specified suit (see Sec. 61).

DEFENDER IMPROPERLY DIRECTING PLAY

96. If a defender improperly suggests a lead or play, (*penalty*) declarer may announce that he will impose a lead penalty when next it is the other defender's turn to lead, at which time declarer may require or forbid him to lead a specified suit.

DEFENDER CONVEYING ILLEGAL INFORMATION

97. If a defender improperly makes a remark which discloses to his partner the nature of his hand, or his intentions or desires, or which locates an unplayed card as being in an unexposed hand, (*penalty*) declarer may announce that he will impose a lead penalty when next it is a defender's lead, at which time declarer may require or forbid the lead of a specified suit.

* If the offender fails to win the current trick, declarer may also exact the penalty for a lead out of turn (Sec. 93).

† If declarer leads from one hand and plays from the other before second hand plays, fourth hand may properly and without penalty play before second hand.

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98. If a defender improperly exposes his remaining card or cards, (*penalty*) declarer may treat the remaining cards of either defender as penalty cards.*

PROPRIETIES OF THE AUCTION AND PLAY

A player should refrain from

- a. Varying the formulas used in calling;†
- b. Calling with special emphasis, inflection or intonation;
- c. Passing or doubling with exceptional haste or reluctance;
- d. Making a call with undue delay which may result in conveying improper information to partner;
- e. Indicating in any way approval or disapproval of partner's call or play;
- f. Giving by word, manner or gesture an indication of the nature of the hand held;
- g. Making a remark or gesture or asking a question from which an inference may be drawn;
- h. Giving unauthorized information as to an incident of the auction or play;
- i. Volunteering information which should be given only in response to a question;
- j. Requesting, except for his own benefit, a review of calls or a placing of cards played to a trick;
- k. An unnecessary hesitation, remark or mannerism which may deceive the opponents;
- l. Attracting attention to the score, except when necessary to do so for his own information;
- m. Calling attention to the number of tricks needed to complete or defeat the contract or to the fact that it has already been fulfilled or defeated;

* The hand of the other defender, if exposed, may be picked up. Declarer should avail himself of this penalty only to the extent necessary to protect his side from possible loss.

† The recommended calling formulas are "Pass" (avoid "I pass" or "no bid"); "1 heart" (avoid "I bid"); "1 notrump" (avoid "without" or "without a trump"); "double" (avoid stating the number of tricks or the denomination doubled); "6 spades" (avoid "little slam").

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- n.* Playing a card with special emphasis;
- o.* Playing with undue delay when the play does not need consideration;
- p.* Preparing to gather a trick before all four hands have played to it;
- q.* Detaching a card from his hand before it is his turn to lead or play;*
- r.* Failing to keep the tricks in correct order and distinct from one another, or allowing some to be placed on the opposite side of the table;
- s.* Watching the place in a player's hand from which he draws a card, and making any inference therefrom.

While it is improper to play out of turn, carelessly or otherwise, it is proper for a defender to play out of turn, if declarer has played from both hands.

While it is reprehensible to allow partner's hesitation, remark or manner to influence a call, lead or play, it is proper to draw inferences from an opponent's gratuitous hesitation, remark or manner, but such inferences are drawn at one's own risk.

It is proper to warn partner against infringing a law of the game; *e.g.*, against revoking, or against calling, leading or playing out of turn; except that it is illegal for dummy to warn declarer against leading from the wrong hand (Sec. 74).

While it is proper to keep silent in regard to irregularities, subject to penalty, committed by one's side, *e.g.*, established revokes, all four players are equally responsible to see that each hand plays a card, and only one, to each trick, and should forthwith correct such an irregularity.

It is improper to employ an unusual convention in play without informing the opponents of its significance.

It is improper to use, in calling, a convention the sig-

* *Examples:* A card held ready by a defender, before his partner has played to the current trick, may indicate a desire to be left with the lead; or a defender, by holding a card ready after leading, may indicate that the card led, though not the highest, is a winner and may impart still further information if his second lead is from a different suit.

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nificance of which has not been announced. The term “*convention*”* covers a call designed to convey an arbitrary or artificial meaning, or used by a player with the assurance that his partner will not accept it in its natural sense. Such a call is not subject to penalty under Sec. 27. It is necessary that a convention so used should be fully understood by the other side, and players using convention calls should be ready to reply fully to a proper inquiry by an opponent as to their meaning or use. Should it be necessary to make such an inquiry during the auction, the partner of the player who has made the convention call should reply. The maker of the call may be requested to leave the table while the answer is given.

Bystanders or members not playing should refrain from making gratuitous remarks. They should not call attention to any irregularity or mistake, or speak on any question of fact or law except when requested to give an opinion.

FOURTH PERIOD

THE SCORE

The period following the play, during which the points made in the hand are scored

DETERMINING AND RECORDING TRICK RESULT

99. The number of tricks won by each side should be determined and agreed before the cards are mixed together (see Sec. 70). Points to be scored (see scoring table, page 182) should be announced and recorded forthwith.

KEEPING SCORE

100. Each side has a trick score and a premium score. The scores of the respective sides for each rubber should be entered by each scorer in two adjacent vertical columns, the trick points in descending order below a horizontal line separating the trick and premium scores, the premium

* The committee of any association, tournament or club, or a group of persons playing contract bridge, may prohibit or restrict the use of conventions which are both generally unrecognized and sufficiently intricate to cause unreasonable delay.

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points in ascending order above this line. A scorer should enter scores made by his side in the left-hand column. All entries should be made in the premium scores except trick points, *i.e.*, the point value of odd tricks bid and won, which must be entered in the trick score. Whenever a game is scored, a line should be drawn across the trick score of both sides and underneath all trick point entries made in that game. Subsequent trick points should be entered only below lines so drawn. Lines drawn prematurely should be forthwith erased.

101. A scorer should announce all scores before recording them. One or more players keep score. If but one side keeps score, both sides are equally responsible to see that the score for each hand is correctly entered. It is recommended that a score be kept for each side, and that a player desiring to consult the score look at the one his side is keeping.

A GAME

102. A *game* is won by the side which, in one or more hands, first scores a total of 100 or more trick points for odd tricks bid and won. Trick points totaling more than 100, or less than 100, *i.e.*, part score points, obtained in a game do not count toward winning the next game.

THE RUBBER

103. A *rubber* ends when a side has won two games, and the winners of the final game add to their score: 500 points if their opponents have won one game, 700 points if their opponents have not won a game.

104. At the end of the rubber: the trick and premium points of each side are added; the side with the larger total score is deemed to have won the rubber, irrespective of the number of games (if any) which it has won; and the difference between the two totals represents the number of points won.

RELIANCE ON ERRONEOUS SCORE

105. Irrespective of the number of players keeping score, or of which side was responsible for the error, neither side

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has any redress for a call or a play made relying on a score which is subject to correction as provided in the next section.

CORRECTION OF SCORE

106. An error or omission in the score* of a hand either proved before the cards have been mixed together (see Sec. 70) or subsequently admitted by both sides may be corrected at any time before the rubber score is agreed; except that, after the first call is made in the next hand, an agreed trick score may never be corrected if its correction would change the trick score of the current game in any way, or would deprive a side of a game or allot one to it.†

107. An error in addition or subtraction may be corrected at any time before the game breaks up, except that a correction adversely affecting a player may be made only before his departure.

108. Scores made as a result of hands played with an imperfect pack are not affected by the discovery of the imperfection after the cards have been mixed together (see Sec. 57).

SCORING AN UNFINISHED RUBBER: PLAYER OBLIGED TO LEAVE

109. If a player, whether or not he gave advance notice of his intention before the rubber began, is obliged to leave before a rubber is finished, and if no substitute acceptable to the other players is available, the score should be computed as follows, unless all four players agree to finish the rubber at a stated time: if one game has been won, the winners score 300 points; if but one side has a part score (or

* A trick score is deemed agreed if no objection is made, before the first call is made in the next hand, to an announcement that a contract has been fulfilled, or that not less than the number of tricks or trick points needed to fulfill it have been won.

† This does not prevent a correction in score which would (1) rectify an error made in entering an agreed trick score; (2) eliminate an undertrick premium scored in the belief that a contract has been defeated; (3) score an undertrick premium omitted in the belief that a contract has been fulfilled; or (4) alter the trick score of a previous game, if the alteration does not change the outcome of that game.

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CONTRACT BRIDGE SCORING TABLE

<i>Trick points for contractors</i>	Odd tricks bid and won in	<i>Undoubled</i>	<i>Doubled</i>
	Clubs or diamonds, each	20	40
	Hearts or spades, each	30	60
	Notrump { first	40	80
		each subsequent . .	30

Redoubling doubles the doubled points for odd tricks.
Vulnerability does not affect points for odd tricks.
100 trick points constitute a game.

<i>Premium points for Contractors Defenders</i>		<i>Not vulnerable</i>	<i>Vulnerable</i>
	Overtricks		
	Undoubled, each	Trick value	Trick value
	Doubled, each	100	200
	Making doubled or redoubled contract	50	50
	Undertricks		
	Undoubled, each	50	100
	Doubled { first	100	200
	each subsequent . . .	200	300

Redoubling doubles the doubled points for overtricks and undertricks but does not affect the points for making doubled contracts.

<i>Premium points for Contractors Holders</i>		
	Honors in {	
	one hand { 4 trump honors	100
	{ 5 trump honors or 4 aces at notrump .	150
	Slams bid { Little, not vulnerable	500, vulnerable
	and won { Grand, “ “ 1,000, “	750 1,500
	Rubber { Two game	700
	points { Three game	500

Unfinished rubber—Winners of one game score 300 points. If but one side has a part score in an unfinished game, it scores 50 points.
Doubling and redoubling do not affect honor, slam, or rubber points.
Vulnerability does not affect points for honors.

CLUB PROCEDURE

scores) in an unfinished game, that side scores 50 points; add up the respective scores of each side; enter the total net number of points won precisely as if the rubber had been finished.

RULES FOR CLUB PROCEDURE

The following rules, governing membership in new and existing tables, have proved satisfactory in club use over a long period of years

DEFINITIONS

MEMBER: An applicant who has acquired the right to play at a table either immediately or in his turn.

COMPLETE TABLE: A Table with six members.

INCOMPLETE TABLE: A Table with four or five members.

TIME LIMIT ON RIGHT TO PLAY

1. An applicant may not play in a rubber, unless he has become a member of a table before a card is duly drawn for the selection of players or partners.

NEWLY FORMED TABLES

2. If there are more than six applicants, the six highest ranking ones become members. The four highest ranking members play the first rubber. Those who have not played, ranked in their order of entry into the room, take precedence over those who have played. The latter rank equally, except that players leaving existing tables to join the new table rank lowest.*

EXISTING TABLES

3. An application establishes membership in a table either forthwith or (if the table is complete) as soon as a vacancy occurs, unless applications in excess of the number required to complete a table are made at the same time, in which case precedence between applicants is established as in the preceding rule.

* Precedence between those of equal rank is determined by drawing cards, the drawer of the higher ranking card obtaining precedence.

DUPLICATE BRIDGE

In this form of contract bridge the same hands are played by different partnerships. The results on the hands are then compared, and a score is awarded to each partnership according to how it fared by comparison with the others. In this way, the great factor of chance in the deal, which tends to rob rubber bridge of some of its science, is overcome.

DUPLICATE BOARDS

Devices known as "duplicate boards" or "trays" are used and serve the purpose of keeping each hand as it was originally dealt. The boards have four pockets, each of which will contain a bridge hand. These pockets represent compass points—North, East, South and West.

Each board is identified by a number and has an arrow on it pointing to a pocket marked "North" or "N." The board also has an indication on it as to which player is dealer and whether either side is vulnerable.

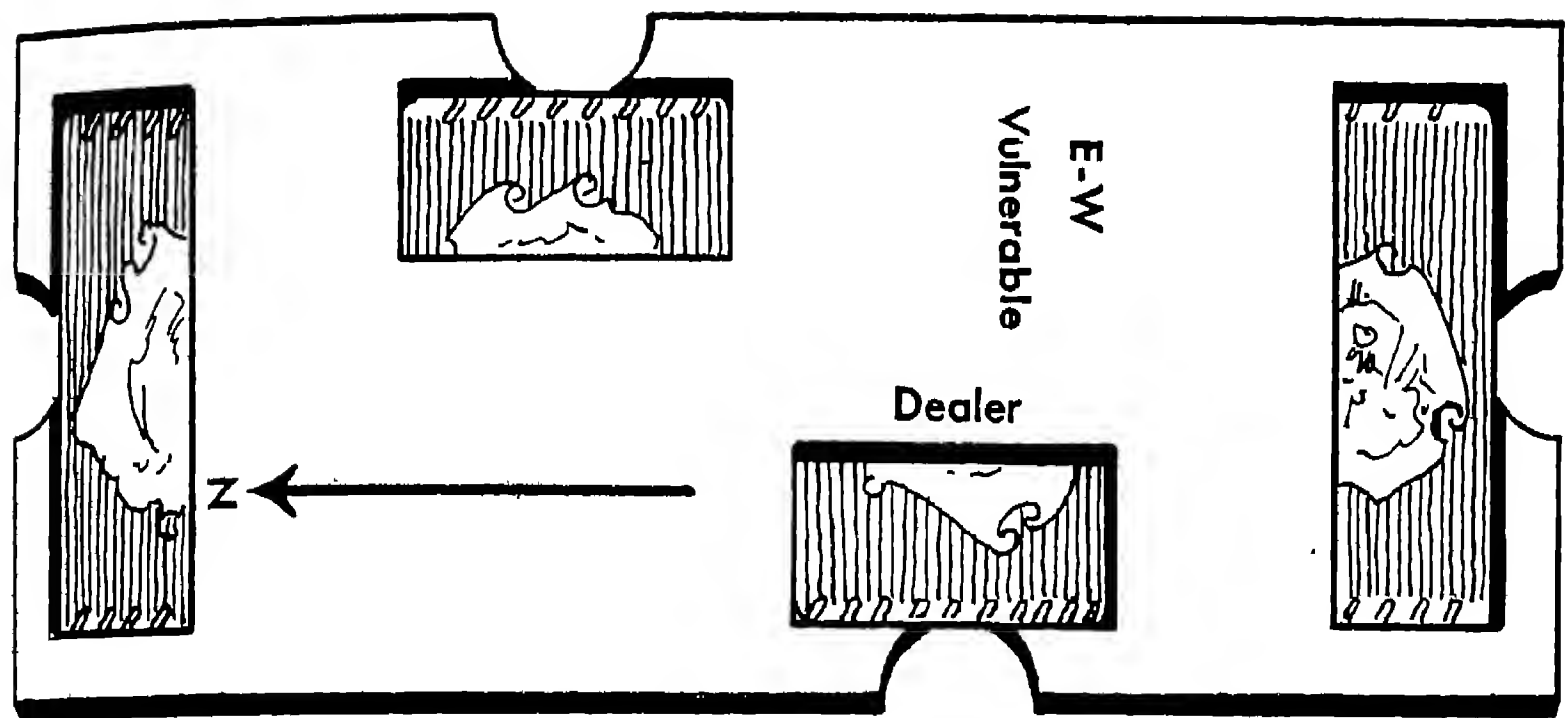
If no regular duplicate boards are available or obtainable, makeshift ones can be put together by using squares of cardboard or some similar material and with string or rubber bands as fasteners (see illustration, page 187). Or four envelopes, each serving as a pocket for a hand and fastened together by a string or rubber band, provide another feasible substitute. Each envelope is marked with a compass point, and dealer and vulnerability are indicated on appropriate envelopes.

PLAYERS

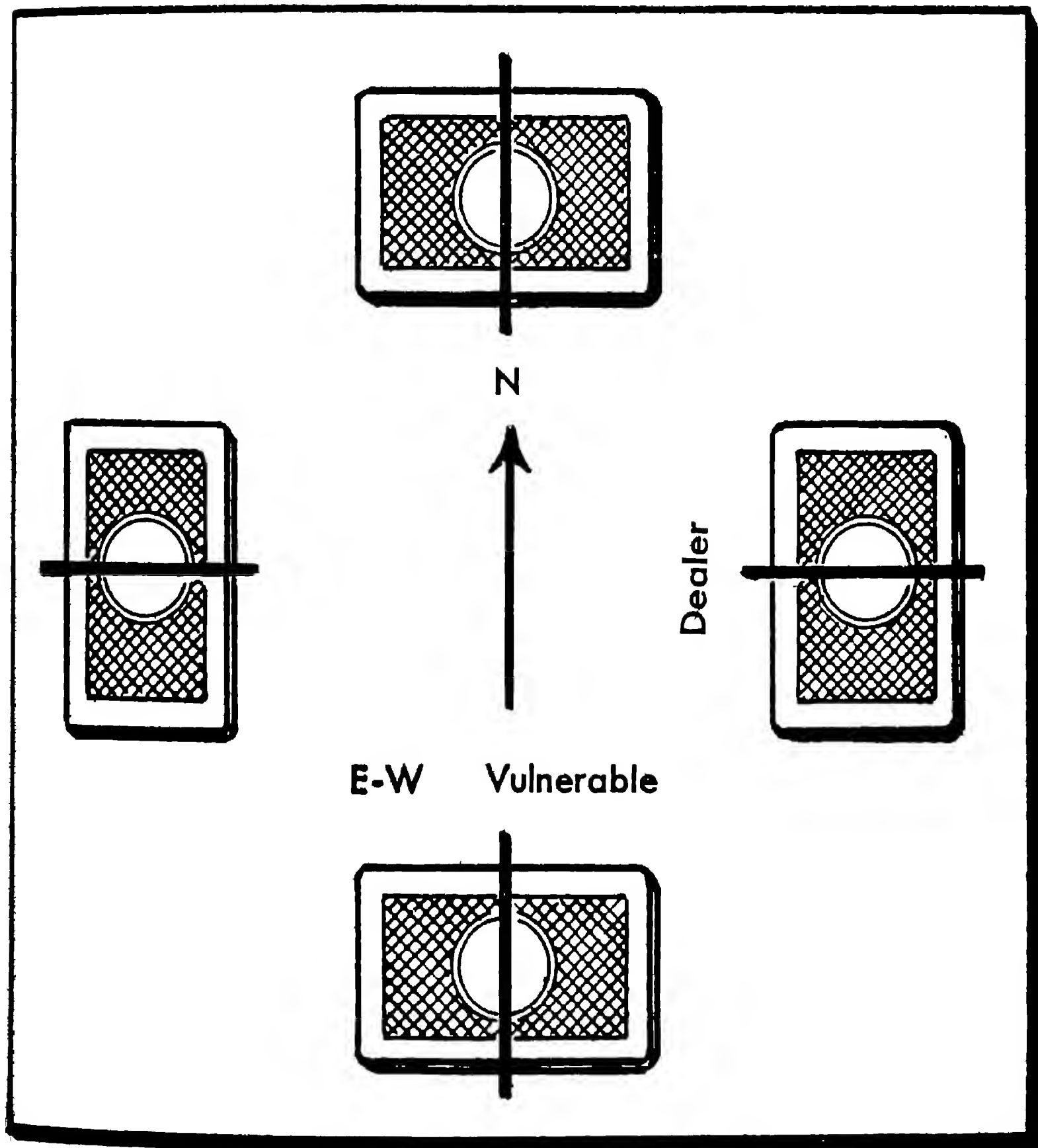
Generally, duplicate contests involve players competing as pairs. But teams of four may compete against each other or a contest may be so designed as to decide which individual has made the best comparative showing.

Pairs are designated as either North-South or East-West and take their seats at the table accordingly. If the contest is for more than two pairs, there will be several tables, each with its chairs arranged relative to a fixed North point in the room.

DUPLICATE BRIDGE



Regular duplicate board or tray (cards in pockets).



Makeshift duplicate board.

DUPLICATE BRIDGE

PREPARING THE HANDS

The cards are shuffled and dealt into four face-down hands of 13 cards each. These hands are placed one into each pocket of the board. The board is then placed in the center of the table, so that its arrow points to the North player. Each player then removes the hand from the board pocket corresponding to his compass position at the table. The pocket should face him on the board. He counts the hand to make sure it contains 13 cards.

THE BIDDING

The player designated by the board as dealer begins the bidding which proceeds exactly as in regular rubber bridge.

THE PLAY

When the bidding is over, the play proceeds according to the rules of rubber bridge, except the cards played to a trick are not mixed together, as it is essential to retain the exact order in which the hands were originally dealt. When it comes to a player's turn to play to a trick, he places his card face up in front of him.



This shows that the player's side has won only 5 tricks and lost 8.

The winner does not take the cards of the trick. Instead, each player turns his own card face down. If his side lost the trick, he places it with the long way parallel to the edge of the table. If his side won it, he places it with the long side at right angles to the edge of the table (see illustration above). Thus, a glance at any hand's played cards reveals how many tricks have been won and lost by that side up to that point. Dummy's cards are held face up by the dummy

DUPLICATE BRIDGE

player as declarer calls each card for a trick and then placed face down in front of the player at the completion of the trick in the same manner as described.

At the end of play, each player takes his own hand of cards and replaces it in the pocket from which he took it originally, North in the North pocket, East in the East pocket, etc.

SCORING

The play over, the scorekeeper at the table (North or South) marks the result on a score sheet, noting in the appropriate columns which pair took the bid and at what contract and whether there were any doubles or redoubles. The method of computing the score is exactly as in rubber bridge with these exceptions:

There is no rubber bonus. Instead, a team that is designated as vulnerable by the directions on the board scores a bonus of 500 points for fulfilling a game contract, and a nonvulnerable side scores 300. There is a flat bonus of 50 points for fulfilled partial bids.

DETERMINING THE WINNER

The two methods of ascertaining winners is *match-point scoring* (see page 193) and *total-point scoring* (see page 200). In match-point scoring, no honors are scored. In total-point scoring, honors are scored for as in rubber bridge.

Contests to determine one winner will be found under Individual Contests (page 216). Competition between two pairs will be found under Replay Duplicate (page 215) and between two teams of four players each under Match for Two Teams (page 212).

DUPLICATE POINTERS

Part scores carry more weight than in rubber bridge; consequently more borderline bids are opened. Light bids also serve the purpose of directing a lead from a partner in the event opponents win the contract.

The bidding is kept open on lighter values than those required in rubber bridge.

DUPLICATE BRIDGE

Contracts are steered into notrump when at all possible as more points may be gained in this way and so provide a better comparative score.

Overtricks are more important than in rubber bridge. Nevertheless, the contract should not be jeopardized in trying for them.

DUPLICATE BRIDGE LAWS

BIDDING AND PLAYING CONVENTIONS

1. The Tournament Committee or Card Committee may rule out for cause certain bidding or playing conventions from use at games under its jurisdiction. Such cause must be that the conventions have not been widely publicized and that, in fact, they are not known to the majority of the contestants.

2. A pair employing conventions not generally accepted must at the beginning of each round announce its methods to the opponents. A player must also announce any agreement with his partner regarding special significance of a call or play. If he fails to announce such an agreement and an opponent believes his interests to be damaged thereby, the opponent should apply to the tournament director for a neutral score.

3. If, in the opinion of the tournament director, the bidding or playing conventions of a pair are so complicated as to place an undue burden upon the opponents, he may bar the use of such conventions for that session.

(The tournament director is advised to make no decision that must be overruled on appeal under Sec. 1 of this law.)

4. At any time during the auction period, either opponent may inquire as to the meaning of a call. Such inquiry must commence with a question as to whether the call has any special significance to partner unknown to the opponents. If the answer is in the negative, the inquiry may not be further pursued. If the answer is in the affirmative, the meaning of the call must be explained by the partner of the player making it. Either opponent may require the player making the call to leave the table while the explanation is given. Either side may request the presence of the tournament director during the inquiry, and he may rule on the propriety thereof.

5. At any time during the play period declarer may inquire as to the meaning of a lead or play. Such inquiry must commence with a question as to whether the lead or play has any special significance to partner unknown to declarer.

DUPLICATE BRIDGE LAWS

If the answer is in the negative, the inquiry may not be further pursued. If the answer is in the affirmative, the significance of the lead or play must be explained by the partner of defender making it. Declarer may require the defender making the lead or play to leave the table while the explanation is given. Either side may request the presence of the tournament director during the inquiry, and he may rule on the propriety thereof.

6. A player is at liberty to make any legal call or play he chooses, despite any announcement of practice employed by his partnership, provided that no departure from the announced practice depends upon a private understanding between the partners.

SCORING VALUES

TRICK SCORE

There shall be entered in the trick score of declarer's side only the value of the tricks of the made contract, undoubled, doubled or redoubled, as the case may be.

If declarer fails to fulfill his contract, no points shall be entered in the trick score of either side.

PREMIUM SCORE

All points won by either declarer's side or defenders', except those legally entered in the trick score, shall be entered in the premium score of the side scoring them.

PREMIUM FOR LESS-THAN-GAME CONTRACT

When declarer fulfills his contract, and its value is less than 100 points, his side shall receive a premium of 50 points in addition to the value of the tricks won.

GAME PREMIUM

When declarer fulfills his contract, and its value is 100 points or more, in addition to the value of tricks won, his side shall receive a premium of 300 points if not vulnerable, or a premium of 500 points if vulnerable.

OTHER SCORING

The scoring otherwise is exactly as in rubber bridge. But no honors are scored in match-point play.

DUPLICATE BRIDGE LAWS

SCORING SYSTEMS

1. The players shall record the exact score of every deal they play.

2. In championship pair play, in all individual play, and in all games employing the Howell movement, or a variation thereof, only match-point scoring shall be used.

3. In club play under the Mitchell movement, either match-point scoring or cumulative plus-and-minus scoring may be used.

4. In team play, either the deal-a-match system, the team-match system or the cumulative plus-and-minus system may be used.

MATCH-POINT SCORING

THE SCORE CARD

1. For championship play, score cards or score slips of suitable design shall be provided, and the North or South player at each table shall make out a separate score card for each deal or match played.

2. Each score card shall show the section number; the individual, pair, or team numbers and positions of all players; the final contract and position of the declarer; the trick score; the complete premium score of both sides; and the net score, plus or minus, of the N-S pair.

3. Each score card shall be presented for approval to the East or West player, and if it is correct he shall approve it for his side by entering his initials or other identifying mark on the card.

4. As soon as completed, each score card shall be turned face down on the corner of the table, marked on the back with an "x" or the word "score" and left there to be collected for the official scorer.

THE TRAVELING SCORE SLIP

1. In club play, a traveling score slip of suitable design may be provided for each deal instead of the individual score card. The slip shall travel with the tray throughout

DUPLICATE BRIDGE LAWS

the game, and each score made on the deal shall be recorded on the slip.

2. If the traveling score slip is used, it shall be and remain folded in such manner that no player may see any of the information it contains until he has completed the play of that deal.

THE SUMMARY SHEET

1. A summary sheet of suitable design shall be provided for each section.

2. The heading of the summary sheet shall show the date and place, the section number and the name of the event.

3. Spaces with identifying numbers shall be provided on the summary sheet for the names and positions of all players, pairs or teams.

MATCH POINTS IN PAIR PLAY

1. The committee shall decide whether each deal or each set of deals shall constitute a pair match; or whether a combination of the two methods (known as "group scoring") shall be used.

2. The score of each pair on each match shall be compared only with scores made on that match by other pairs playing in the same direction.

3. On each match, a pair shall be awarded 1 match point for each pair their score betters, $\frac{1}{2}$ match point for each pair their score ties, and $\frac{1}{2}$ match point for each neutral or other arbitrary score assigned.

MATCH POINTS IN INDIVIDUAL PLAY

1. In individual play, the two players playing as partners shall be considered as a pair for that match, and pair match points shall be awarded in the regular manner.

2. Each player shall receive separately the full number of match points awarded to his pair.

MATCH POINTS IN TEAM-OF-FOUR PLAY

1. A team shall win a deal if its N-S pair score is better than the N-S pair score of its opponents.

DUPLICATE BRIDGE LAWS

2. A team shall halve a deal if its N-S pair score is the same as the N-S pair score of its opponents.

3. In deal-a-match play, each deal shall be considered as a separate match, and a team shall be awarded 1 match point for each deal won, and $\frac{1}{2}$ match point for each deal halved.

4. In team-match play, all the deal matches played against one team shall constitute one team match. A team shall win a team match if it wins the majority of the deal match points from an opponent. A team shall halve a team match if it wins exactly half of the deal match points from an opponent.

MATCH POINTS WITH TEAMS OF MORE THAN FOUR

In a match among two or more teams of more than four players each, the committee shall decide the method of scoring to be employed. The following methods of match-point scoring are suggested:

1. *For Two Teams:* The scores made by all pairs of one team on one deal, in both compass directions, are totaled and netted. If the net is plus, the team wins the deal; if the net is minus, the team loses the deal; if the net is zero, the deal is halved.

2. *For More than Two Teams:* Each team is construed as composed of two or more teams of four. The matches between each pair of teams are scored as provided in team-of-four play. The final score of each team is the total of matches won by its component teams of four.

DETERMINING WINNERS

1. In individual play, the player having the greatest number of match points shall be declared the winner.

2. In Howell pair play, the pair having the greatest number of match points shall be declared the winner.

3. In Mitchell pair play, the N-S pair having the greatest number of match points shall be declared the winner in the N-S group; and the E-W pair having the greatest number of match points shall be declared the winner in the E-W group.

DUPLICATE BRIDGE LAWS

2. The two pairs in question shall play the correct tray or trays against each other if possible. If such play would delay other tables, it may be postponed until the conclusion of the last round.

3. If it is inconvenient or impossible for the pairs in question to play the trays after the conclusion of the last round, the tournament director may permit them to take neutral score on the unplayed trays.

WRONG NUMBER OF CARDS

1. Upon withdrawing his cards from the tray, each player, before looking at the face of any of them, shall count his cards to make sure that he has exactly thirteen. He shall count them again after the completion of the play, just before returning them to the tray.

2. If any player finds that he holds more or less than thirteen cards, the tray shall immediately be referred to the tournament director. The latter shall correct the tray according to the hand records (if any are kept) or by consulting players who have already played the deal.

3. If the error is discovered before any player holding more than thirteen cards has looked at his hand, the tray shall be returned to the proper table after correction, to be played and scored in the regular way.

4. If the error is not discovered until after a player holding more than thirteen cards has looked at his hand, the tray shall be returned to the proper table after correction, but shall not be played. Both pairs at that table shall receive neutral score for that deal and at the end of the round the tray shall progress in the regular way to be played at subsequent tables.

5. If during the play it is discovered that one player holds less than 13 cards, and the other three hold exactly 13, the deal shall be restored to its original form by replacing the missing cards or by substituting another deck. The player whose hand was short shall be deemed to have held the card or cards continuously and shall be liable for any revokes resulting therefrom.

DUPLICATE BRIDGE LAWS

PLAYER LOOKING AT THE WRONG HAND

1. In an individual or pair game, if a player withdraws and looks at a hand other than the one he properly should hold, the tray shall be placed on the table and played in such position that he will hold the hand he has seen. The three other players shall take the hands that correspond to their relative positions as regards the player in error, and the deal shall be played and scored as regular.

2. If to play a tray as described in (1) would result in any player's having knowledge of any hand other than the one he would hold, both pairs shall instead take neutral score on the deal.

SCORING A MIXED DEAL

If the cards of a tray become mixed or interchanged during play, and two or more tables play it in different form than originally dealt, the procedure shall be as follows:

1. The tournament director shall determine as accurately as possible exactly which pairs played the deal as originally dealt, and which after the change.

2. If it cannot be determined which way any certain pair played the deal, they shall be given neutral score.

3. As among pairs sitting in the same direction and playing the identical deal, each pair shall be awarded 1 match point for each pair beaten and $\frac{1}{2}$ match point for each pair tied.

4. Each pair shall be awarded $\frac{1}{2}$ match point for each pair sitting in the same direction which did not play the identical deal or which received neutral score.

SCORING WHEN A CONTESTANT WITHDRAWS

1. When a contestant who has started play withdraws from a contest, if an acceptable substitute is found and continues to play until the end of the contest, all scores made by the original contestant or the substitute shall count.

2. If no acceptable substitute can be found to continue, all scores made by the original contestant shall count, and

DUPLICATE BRIDGE LAWS

the scores on the remaining (unplayed) deals shall be adjusted as follows:

a. The number of match points made by the withdrawing contestants on the matches played shall be computed, and divided by the number of matches played, thereby determining their average number of points per match.

b. On the remaining (unplayed) matches the withdrawing contestant shall be assumed to have maintained the same average, and shall be awarded that number of match points on each remaining match.

c. Each opponent shall be awarded, on the matches to have been played against the withdrawing contestant, the maximum possible number of match points less the number awarded to the withdrawing contestant.

d. If this results in any opponent's receiving a smaller number of match points than his own average on the matches actually played, such opponent shall be awarded his own average number of match points.

e. These adjustments shall be made to the nearest $\frac{1}{2}$ match point, except that if a tie results, the scores of the tying contestants shall be computed decimally to break the tie.

f. Arbitrary scores so assigned shall affect the scores of other pairs in accordance with Match Points in Pair Play (3), page 194.

PLAYING PERCENTAGES

To determine the playing percentage of any player or pair for a given session, divide the number of actual match points earned by the maximum number of match points possible for that player or pair.

TOTAL-POINT SCORING

THE SCORE SHEET

A score sheet or card of suitable design shall be provided for each N-S pair and each E-W pair, so ruled as to provide a space for the number of each deal, the final contract, the opponents' pair number, and the net plus or minus result of each deal.

DUPLICATE BRIDGE LAW



SCORING LIMIT

1. When a contract has been doubled or redoubled, the losing pair shall score the full amount of loss in all cases.

2. In pair play, the winning pair shall not score more than the prescribed limit on any single deal. If more points are made, only the allowed number shall be credited to the pair's score, and the excess points shall be entered on the score card in a separate space provided for "excess premiums."

a. When a small-slam or grand-slam contract is either made or defeated—no limit.

b. When a less-than-slam contract is defeated, regardless of whether declarer's side is vulnerable or not:

Defenders, not vulnerable..... 600 points

Defenders, vulnerable..... 900 points

c. When a less-than-slam contract is made, whether doubled or redoubled:

Declarer's side, not vulnerable..... 800 points

Declarer's side, vulnerable..... 1,000 points

TOTAL-POINT PAIR SCORING

1. At the end of the contest, each pair shall total its plus column and minus column, and subtract the lesser total from the greater. The difference is its net score, plus or minus as the case may be.

2. The N-S pair having the greatest net plus or the smallest net minus shall be declared the winner in the N-S group; the E-W winner shall be similarly determined.

3. If there is a tie among two or more pairs playing in the same direction, the tying pair having the greatest number of "excess premium" points shall be declared the winner.

TOTAL-POINT TEAM SCORING

1. In total-point team scoring all the deals played against one team shall constitute one match.

2. A team shall win a total-point match if the total net

DUPLICATE BRIDGE LAWS

plus or minus score of its N-S pair on all the deals of that match is better than that of its opponents. The margin of victory as between two teams is the difference of their final N-S scores. A team shall halve a total-point match if its total net plus or minus N-S pair score is the same as that of its opponents.

3. In team play, the full number of points won or lost in every deal shall be scored.

NEUTRAL SCORE IN TOTAL-POINT PLAY

1. In pair play, when a pair receives neutral score on a deal, it shall be awarded the average of all scores made on that deal by other pairs playing it in the same direction. Excess premium points shall not be considered in computing the average.

2. In team play, if one or more pairs receive neutral score on a deal, a new deal shall be substituted to be played by the teams concerned. The substituted deal, but not the original one, shall be counted in the teams' total scores.

SCORING A MIXED DEAL

If the cards of a deal become mixed or interchanged during play, and two or more tables play it in different form from that originally dealt, the procedure shall be as follows:

1. The tournament director shall determine as accurately as possible exactly which pairs played the deal in its original form and which after the change.

2. If it cannot be determined which way any certain pair played the deal, that pair shall be awarded zero on it.

3. An average shall be computed of all scores known to have been made on the deal as originally dealt and a similar average of all scores known to have been made after the change.

4. A pair whose score on the deal exceeds the average of scores made by all pairs playing the deal in the same form in the same direction, shall be awarded a plus score of the amount by which its score exceeds the average. A pair whose score is below the average shall be awarded a minus score of corresponding amount.

DUPLICATE BRIDGE LAWS

PENALTIES IN TOTAL-POINT PLAY

Penalties prescribed or suggested under any and all sections of this code are intended to be applied so far as they can be to total-point play. Where penalties are given in match points or percentages, the following shall be deemed equivalent:

- 1 match point equivalent to 100 total points
- 100 per cent equivalent to 1,000 total points

ETHICS AND PROPRIETIES

The following rules affecting the proprieties of the game should be adhered to:

1. A player should maintain at all times a courteous manner toward his partner and opponents, and should refrain from words or actions which would cause them annoyance or embarrassment or interfere with the enjoyment of the game.

2. A player should avoid mannerism, expression, hesitation or emphasis which might convey illegal information to his partner.

If a player draws inference from any mannerism, expression, hesitation or emphasis of an opponent and permits such inferences to influence his play, he does so at his own risk and should not expect redress if these inferences are incorrect.

3. A player should not seek information regarding his partner's holding through any mannerism, expression, hesitation or emphasis of his partner; and if such information is obtained inadvertently, he should not permit it to influence his own declaration or play.

4. A player should not vary the formulas used in calling.

The recommended calling formulas are "Pass" (avoid "I pass" or "No bid"); "1 heart" (avoid "I bid"); "1 no-trump" (avoid "Without" or "Without trump"); "Double" (avoid stating the number of tricks or the denomination doubled); "6 spades" (avoid "Little slam").

5. A player should avoid the use of complicated artificial bids that cannot be readily understood by opponents. He

DUPLICATE MOVEMENTS

should voluntarily explain his bidding methods clearly and concisely and should refrain from questioning his opponents unnecessarily.

6. Any irregularity should be reported to the tournament director immediately, and any penalty should be assessed by him. A player may incur embarrassment and criticism by attempting to assess a penalty himself.

7. A player should not purposely incur a penalty even though willing to pay it.

8. A player should avoid calling attention to the vulnerability after he has looked at his hand or volunteering information which should be given only in reply to a question.

For intentional or repeated violations, the tournament director may disqualify or bar offenders from further play or adjust the score in whatever way he considers equitable.

DUPLICATE MOVEMENTS AND SCORING

THE MITCHELL PAIR GAME

The Mitchell game is the simplest and most popular of the duplicate pair movements. The tables are numbered consecutively and each pair is assigned a position, adopting as its pair number the number of its original table. The N-S pairs remain at their original tables throughout the game. The E-W pairs play the first round at their original tables, and after each round they progress to the next higher numbered table (from 1 to 2, 2 to 3, 3 to 4, etc., and from the highest numbered table to Table 1). The progression continues until each E-W pair has played one round against each N-S pair, and vice versa.

An equal number of trays is played at each table, and the number should be such that the total will be approximately 20 to 25. The average rate of play is eight trays per hour.

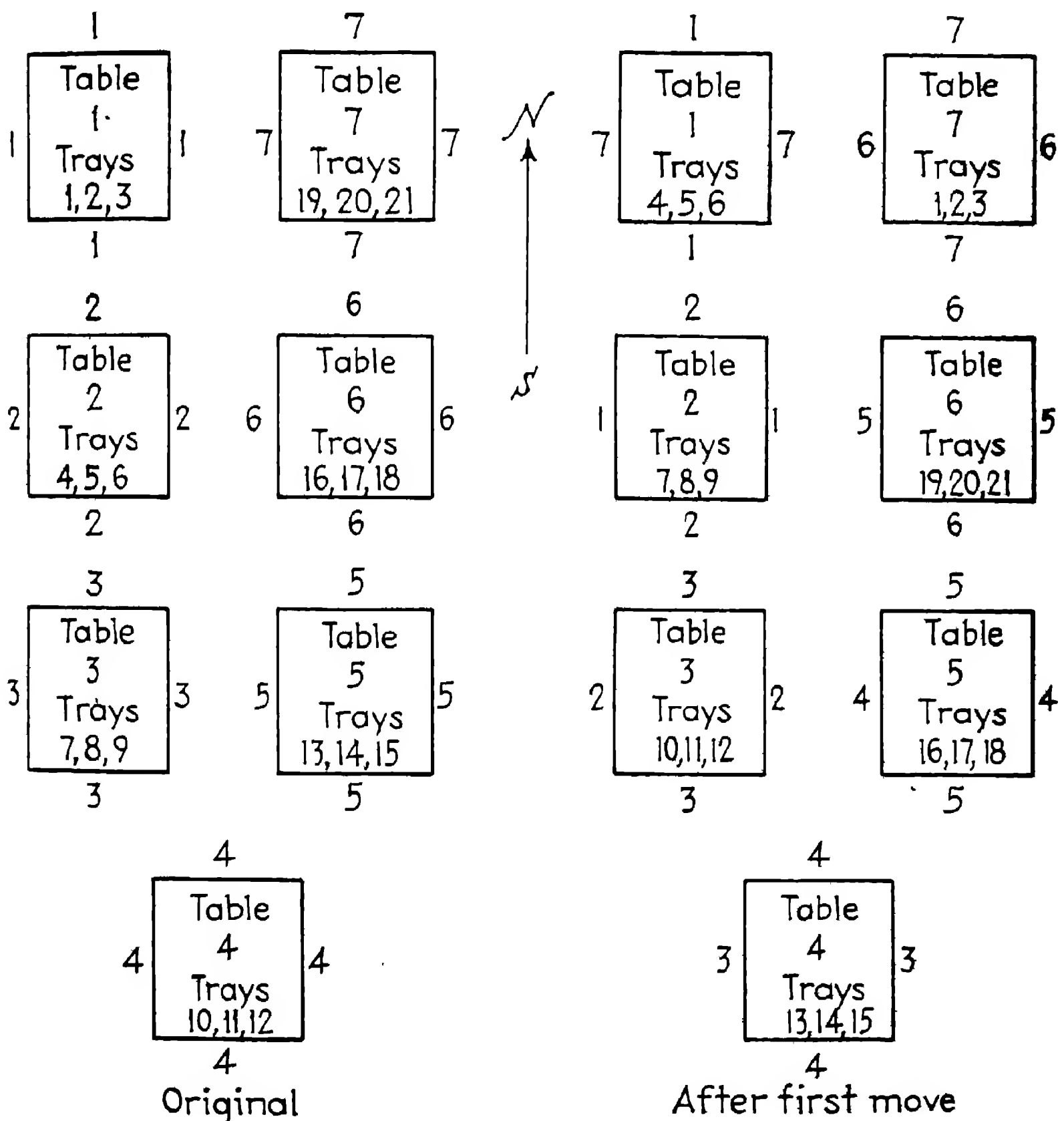
If there are more than 14 tables in play, the game should be divided for convenience into two or more sections each of which is conducted as a separate unit, with separate scoring and prizes.

DUPLICATE MOVEMENTS

PROGRESSION FOR AN ODD NUMBER OF TABLES

If the number of tables is odd, the trays are distributed in sequence, according to the number to be played at each round. For example, if there are three trays to a round, trays 1, 2 and 3 are placed on the first table; trays 4, 5 and 6 on the second table; trays 7, 8 and 9 on the third table, etc.

At the completion of a round, the North player at each table moves the trays just played to the next lower numbered table (from 4 to 3, 3 to 2, 2 to 1, and from 1 to the highest numbered table). This progression results in each pair, whether N-S or E-W, playing each tray once, and only once. The following diagram shows the arrangement for

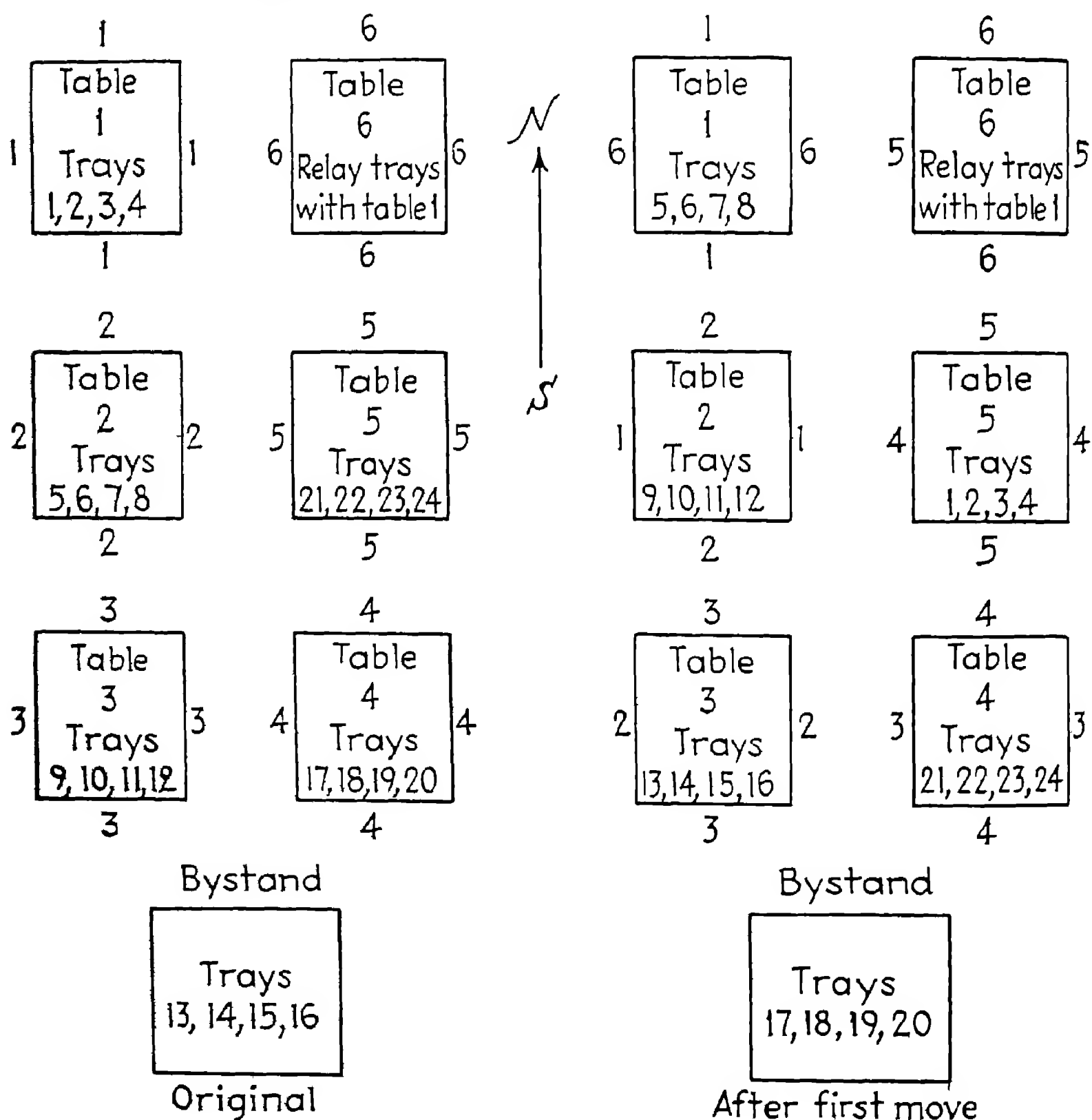


DUPLICATE MOVEMENTS

a seven-table section (21 trays) as originally placed, and after the first move.

PROGRESSION FOR AN EVEN NUMBER OF TABLES

If the number of tables is even, there is an irregularity in the distribution of trays which must be carefully observed. A bystand or chair is placed in the exact center of the section; that is, in a six-table section the stand is placed between tables 3 and 4; in an eight-table section it is placed between tables 4 and 5, etc. The stand receives the set of trays which would otherwise be placed on the next table above it, and the remaining sets are distributed in numerical order, leaving none for the last table. The following diagram shows the placing of trays for a six-table section (24 trays) as originally placed, and after the first move.



DUPLICATE MOVEMENTS

At each round the highest numbered table (in this case, Table 6) plays the same trays as Table 1. Table 6 should be placed near Table 1, and the trays should be passed back and forth between them as convenient.

Movement of trays is the same as with an odd number of tables except that from Table 4 (in a six-table section) the boards go to the bystand, where they are out of play for one round. Table 3 receives its trays from the bystand, always playing the set which was idle the previous round. The trays which have been relayed between Tables 1 and 6 move to Table 5 at the end of the round.

INCOMPLETE TABLE

If an odd number of pairs enter the game, so that one table is incomplete, the odd pair is seated E-W at the highest numbered table, assuming that table number for its pair number. This pair does not play the first round, but at the completion of the round moves to Table 1 and enters the regular progression. Each E-W pair in its proper turn sits out one round when it comes to the last, or incomplete, table. In distributing the trays and arranging the progression, the odd pair (or half table) is considered a regularly constituted table; *e.g.*, $5\frac{1}{2}$ tables would require the arrangement for six tables, and $8\frac{1}{2}$ tables would require the arrangement for nine tables.

COMPARING SCORES

In the Mitchell game all N-S pairs play the same hands, and all E-W pairs play the same hands. Therefore each pair can compare scores only with others in its own direction, and there are really two separate contests—one for N-S pairs and one for E-W pairs. There will be one pair of winners in each group, and they should receive equal prizes or honors.

MATCH-POINT SCORING FOR THE MITCHELL GAME

Match-point scoring is the most popular and the most equitable method for duplicate play. In this method all scores made by N-S pairs on a given deal are tabulated in a vertical column for purposes of comparison. Each score

DUPLICATE MOVEMENTS

receives one match point for each other N-S score it beats and $\frac{1}{2}$ match point for each N-S score it ties. For example, in a section of nine tables, there would be nine scores; the highest score would have beaten eight others and would therefore receive 8 match points; the second highest score would have beaten seven others and would receive 7 points, etc. The E-W scores are similarly tabulated and compared among themselves.

Each tray is rated separately, and when all have been rated the total number of match points awarded to each pair is computed. The match-point figure on each tray represents the number of pairs beaten on that tray, and the match-point total represents the total number of pairs beaten on all trays. The N-S pair having the greatest number of match points is the winner in the N-S group, and the E-W pair having the greatest number is the winner in the E-W group.

The best method of recording scores is by the use of individual score cards. The North player at each table makes out a separate card for each tray played and the results are transferred to a summary sheet by the scorer. Another method is to provide a traveling score slip for each tray, which remains with the tray throughout the game, and on which all the results for that tray are recorded. This method simplifies the work of the scorer and is satisfactory for informal games, but it is not recommended for championship play or important tournaments.

The diagram on page 209 shows several examples of match-point rating from a seven-table section; only N-S scores are shown, but the E-W scores would be similarly tabulated and rated.

Deal 1 is the simplest case, for all the scores are different, and they are simply rated in descending order from 6 to 0. On deal 2, Pairs 3 and 6 are tied for the highest score; so they each score 5 points for five pairs beaten and $\frac{1}{2}$ point for one pair tied, or $5\frac{1}{2}$ in all. Pairs 4, 5 and 7 each score 1 point for one pair beaten and $\frac{1}{2}$ point each for two pairs tied, or 2 points each in all.

On deal 3, Pairs 1, 3, 4 and 7 are all tied for the lowest

DUPLICATE MOVEMENTS

<i>Pair No.</i>	<i>Total</i>	<i>Deal 1</i>	<i>Deal 2</i>	<i>Deal 3</i>	<i>Deal 4</i>	<i>Deal 5</i>
1	10	0 -100	4 +200	1½ -620	½ -300	4 +600
2	16½	6 +700	0 -100	4½ -170	2 -100	4 +600
3	16½	1 -80	5½ +600	1½ -620	5½ +800	3 N
4	13½	5 +450	2 +100	1½ -620	3½ +500	1½ -100
5	17	2 0	2 +100	6 -140	3 N	4 +600
6	19	4 +200	5½ +600	4½ -170	2 -100	3 N
7	12½	3 +50	2 +100	1½ -620	4½ +640	1½ -100

score. They receive no points for pairs beaten, but ½ point for each of three pairs tied, or 1½ points each.

On deal 4, Pair 5 was awarded a neutral score, which has the effect of a tie as far as all the other pairs are concerned. Pair 3 has the highest score and actually beats five other pairs; so it receives 5 points plus ½ for the pair awarded a neutral score. Pair 1 beats no one, but receives its ½ point for the pair awarded a neutral score. Pair 5 receives ½ point for each of six others, or 3 points in all.

When any pair sits out a tray, as would happen when an odd number of pairs participate, it receives no match-point score on that tray. In the odd pair movement, each E-W pair sits out an equal number of trays (which represent an equal number of possible match points), and since their scores are compared only with other E-W pairs, no further adjustment is necessary.

DUPLICATE MOVEMENTS

BALANCING THE SCORE

The sum of match points on a deal must be the sum of all whole numbers from the highest possible score down to zero. For example, in a seven-table game, 6 would be the highest number awarded, and the total for any deal would be the sum of 6, 5, 4, 3, 2, 1 and 0, or 21. This total must be the same even when halves occur.

The grand total of all N-S scores must balance against a check total, which is obtained by multiplying the match-point total for one deal by the number of deals.

TOTAL-POINT SCORING

The total-point method of scoring compares the total points made by each pair with the total points made by other pairs on the same series of deals. The pairs are usually permitted to keep their own scores, and one score card or slip of suitable design is provided for each pair. The pair records its score, deal by deal, plus or minus as the case may be. At the end of the game its scores are totaled and the net total, plus or minus, is its score for the entire session.

The pair having the highest plus score in the N-S group is the winner in that group and the pair having the highest plus score in the E-W group is the winner in that group. If all the scores in a group are minus, then the lowest minus score wins.

THE HOWELL PAIR GAME

The Howell pair game is a more complicated type of movement than the Mitchell, in that the pairs change direction from N-S to E-W, and vice versa. However, it has two very important advantages: first, each pair plays directly against every other pair in the game; second, it produces only one winning pair.

To conduct a Howell game, special guide or indicator cards are required, which designate the positions of the players and the tray or trays to be played at each round. These are available for any number of pairs from 4 to 30, but each particular size of game requires a different set of indicator cards, and no two are interchangeable.

DUPLICATE MOVEMENTS

The tables are numbered consecutively and the proper indicator cards distributed. This must be done after the entries are closed, as it is necessary to use the correct indicator cards for the exact number of pairs playing. The tournament director distributes the trays as instructed on the indicator cards or the chart which accompanies them.

Each pair adopts the number assigned to it by the indicator card and moves from round to round in accordance with its instructions. The North player at each table takes the tray or trays just played to the next lower numbered table.

SCORING FOR THE HOWELL GAME

Match-point scoring must be used, and in awarding match points it is necessary to differentiate between N-S and E-W scores on the same deal. On the summary sheet this is usually accomplished by entering the N-S scores in the upper left corner of the square and the E-W scores in the lower right corner, of course rating each group separately. When the rating is completed, the match points of each pair are totaled, making no distinction between the trays that are played N-S and the trays played E-W. The grand total of all scores must balance against a check total determined as follows: Multiply the highest possible match-point score on one tray by the number of trays, and multiply the product by the number of tables in play. For example, a 10-table game playing 19 trays gives a check total of $9 \times 19 \times 10$ or 1,710.

THE INDIVIDUAL MOVEMENT

The individual movement permits each player to play with each other player both as partner and opponent. Special guide cards are required as in the Howell game, and they are accompanied by an instruction chart giving the distribution and the progression of trays, and the details of scoring.

For club or other informal games to be completed in one session, the 20-player movement is the most satisfactory. The 25-player movement is suitable for championship tournaments and for games which are to be conducted in

DUPLICATE MOVEMENTS

two or more sessions. Guide cards are also available for 8, 12 and 16 players and for larger groups.

MATCH FOR TWO TEAMS

The team-of-four match between two teams has long been recognized as the most accurate test of bridge skill known. Two tables are provided, in different rooms if possible. The captain of Team 1 places one pair of his team N-S at Table 1 and the other pair E-W at Table 2. The captain of Team 2 assigns his players to the remaining positions.

The number of trays to be played should be a multiple of 4. The first fourth of the trays are placed on Table 1 and the second fourth on Table 2, where they are shuffled, dealt and played in the usual manner.

The two tables then exchange trays, each replaying the ones played at the other table. At this point the two pairs of Team 2 exchange places, retaining the same partners but playing against the other pair of opponents. The remaining trays are divided equally between the two tables, to be shuffled, dealt, played, exchanged and replayed as explained above.

MOVEMENT FOR AN ODD NUMBER OF TEAMS

The tables are numbered consecutively and each team is assigned to a table, taking the table number for its team number. The captain of each team assigns his players to their compass positions, which they retain throughout the contest. The N-S players remain at their original table, while the E-W players progress two tables toward Table 1 at the conclusion of each round; for example, the progression is from 9 to 7, 7 to 5, 5 to 3, and 3 to 1. From Table 2, players go to the highest numbered table and from Table 1 to the next highest numbered table. At each round the trays are moved one table toward Table 1 (from 3 to 2, 2 to 1 and from 1 to the highest numbered table).

An equal number of trays is placed on each table, the total number being approximately 25. E-W pairs do not play in their original positions (against their own team mates) and there should be one progression before the play

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starts. The progression is so arranged that each E-W pair plays against the N-S pair of each other team, and each N-S pair is visited by the E-W pair of each other team. Furthermore, both pairs of a team will play the same trays against the same opposing team. For example, if N-S Pair 1 plays deal 9 against E-W Pair 5, then N-S Pair 5 will also play deal 9 against E-W Pair 1.

MOVEMENT OF AN EVEN NUMBER OF TEAMS

When an even number of teams play (not to exceed 14), the tables are set up in two parallel rows. For example, in a 12-team movement, Tables 1 to 6 are placed in the first row and Tables 7 to 12 are placed in the second row, with Table 7 opposite Table 1, Table 8 opposite Table 2, Table 9 opposite Table 3, etc. In this movement at least two deals are played to a round:

A bystand or chair is placed behind the South player at each table in the first row. The trays are distributed in numerical order beginning at Table 1. If two trays are played to a round, trays 1 and 2 are placed on Table 1, trays 3 and 4 are placed on the stand or chair between Tables 1 and 2, trays 5 and 6 on Table 2, trays 7 and 8 on the stand between Tables 2 and 3, trays 9 and 10 on Table 3, trays 11 and 12 on the stand between Tables 3 and 4. The tables in the second row receive no trays; but play the same trays as the table directly opposite in the first row. For example, in a 12-table game Tables 1 and 7 play the same trays, Tables 2 and 8 play the same trays, etc., exchanging them as convenient.

At the end of each round, all the trays are returned to the first row, Tables 1 to 6 being responsible for their movement. E-W pairs progress one table at a time toward Table 1 (from 3 to 2, 2 to 1 and from 1 to the highest numbered table). Each table in the first row receives its trays from the stand directly behind it and places the trays just played on the stand directly in front of it (toward Table 1); *i.e.*, the trays progress from Table 3 to the stand between Tables 3 and 2, from this stand to Table 2, from Table 2 to the stand between Tables 2 and 1, from this stand to Table 1, from

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Table 1 to the stand behind Table 6. Each N-S pair should check this movement of trays by making sure that it plays the trays in exact numerical sequence.

For an even number of teams above 14, the movement should be converted into an odd number by inserting an imaginary or phantom team, which is assigned to the highest numbered table. The movement progresses exactly as though that team were present, but each E-W pair sits out when it comes to the highest numbered table, and each N-S pair sits out when it would normally play the E-W pair of that number.

TEAM SCORING

In a match between two teams, the winner may be determined by the total number of points won or by the number of match points won. In a game of more than two teams, the match-point system should be used.

In tabulating the scores it is customary to enter the score made by the N-S pair of a team in the upper left-hand corner of the square, and the score made by its E-W pair on the same tray in the lower right-hand corner of the same square. If these two entries give a plus total, the match is won; if a minus total, the match is lost; and if exactly zero, the match is halved. One match point is awarded for each match won and $\frac{1}{2}$ point for each match halved, and the team with the greatest number of match points is the winner.

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DUPLICATE FOR HOME PLAY, AND COMPETITION NOT IN DUPLICATE

The forms of duplicate play described in the laws and in the appended article on Duplicate Movements and Scoring are readily adapted to home play. Special games suitable to a small number of tables, or emphasizing the social above the competitive element, are described in the following pages.

For a single table, the available games are replay duplicate and pivot bridge (nonduplicate). For two or three

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tables there are individual contest Mitchell or Howell pair games, and team-of-four matches. For a larger number of tables, where it is desired to emphasize the social element, the popular game is progressive bridge, two forms of which are herein described.

Where no special laws are provided for scoring, social games utilize either the laws on match-point scoring or the laws on total-point scoring.

REPLAY DUPLICATE

Replay duplicate is a contest between two pairs. It is played in two sessions, called the "original play" and the "replay."

The players take places, one being designated North. The trays are shuffled, and are played with the arrows pointing North. Any number of trays is feasible.

A separate score slip is kept for each tray. At the close of the session the trays and score slips are laid aside where they will be undisturbed.

At some later time, the same four players take the same relative positions about the table. The trays are replayed with the arrows pointing East. Again a separate score slip is kept for each board.

The scoring may be by match points or total points. If the former method is used, each deal is treated as a separate match. The pair having the better net score on a deal is credited with 1 point. The final scores are the totals of these match points.

If total-point scoring is employed, the two slips for each deal are compared, and the pair having the greater plus or lesser minus is credited with the difference. The net scores for all deals, so determined, are totaled, and the pair having the larger total wins the difference.

Replay duplicate is popular as a home game among four-somes that meet weekly for social bridge. It can easily be played in a continuous series of sessions. Half of the time in each session is devoted to the original play of new trays and half to the replay of old trays.

The game tends to become a test of memory rather than

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of bridge skill. To check this tendency the following measures are recommended:

1. Do not play the trays in consecutive order. Choose the tray to be played next at random from the stack.

2. Avoid comment of any sort about the deal after its original play.

3. Allow at least a week to elapse between the original play and the replay.

It is sometimes desirable to make the game a test of skill in the play alone. The bidding during the original play is then recorded, and for the replay this bidding is read to fix the contract and declarer.

INDIVIDUAL CONTESTS

In an individual game, each player plays once with every other as partner, and twice against every other as opponent.

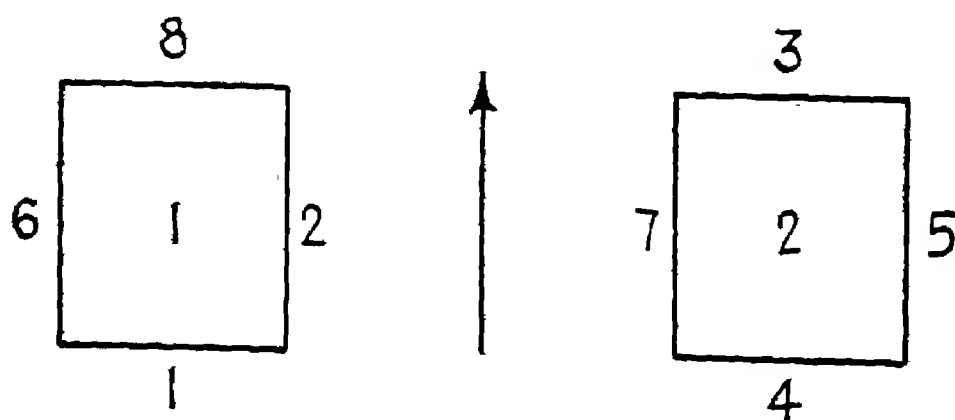
The initial seating of the players in games for two or three tables is shown below:

The game may be conducted without guide cards, thus:

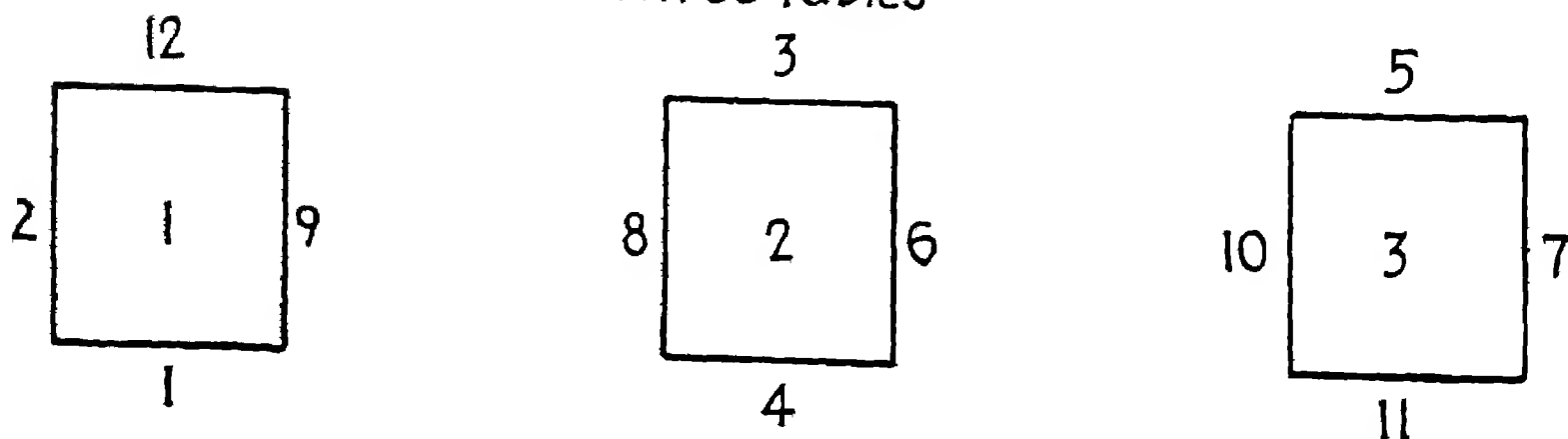
1. Allow the players to take places at random. Reserve the North position at Table 1 for the supervisor; this player is "anchor," retaining his seat throughout the game.

2. From this schedule inform each player of his number, and tell him who is the player of next lower number.

Two tables



Three Tables



PROGRESSIVE RUBBER BRIDGE

3. Announce that after each round, all players but the anchor will progress, each player taking the seat vacated by the player of next lower number. (Player 1 follows Player 7 or 11, respectively.)

A new set of trays is played in each round. The set is played at all tables, the trays being circulated at convenience. The eight-player game requires seven rounds, with a total of 14, 21 or 28 boards. The 12-player game requires 11 rounds, and the only feasible number of boards is 33.

The scoring of individual contests is by match points.

PROGRESSIVE RUBBER BRIDGE

Progressive rubber bridge is a variation of the usual progressive game. It has proved increasingly popular, and may in time supplant the usual form. It follows the methods of progression and change of partners described in the preceding laws, but the scoring is somewhat different.

Under this arrangement it is preferable to play eight deals to a round, or to fix the length of a round by a definite time limit—say 30 minutes. If the length of a round is determined by a time limit, any deal which has been started before time is up may be completed, but no new hand may be dealt.

Rubber scoring is used. As many rubbers as possible are completed during the time allotted. A rubber completed in two games carries a bonus of 700 points. A three-game rubber carries a bonus of 500 points. If a side has won one game toward a rubber and the other side has not won a game, 300 points are allowed for the single game won.

Vulnerability is determined by the state of the score and not according to rules in the Progressive Code. A side is vulnerable when it has won a game and remains vulnerable until the conclusion of that rubber. However, vulnerability lapses at the conclusion of a round and a new rubber is started at the beginning of each new round.

At the end of a round each player enters on his tally only his net gain or loss—not his total score. At the end of the session these net gains and losses are totaled and the

LAWS OF PROGRESSIVE BRIDGE

player's final score, plus or minus as the case may be, is entered at the bottom of his tally.

THE LAWS OF PROGRESSIVE BRIDGE

ARRANGEMENT OF TABLES

The game is played by two or more tables of four players each. The tables are numbered consecutively from Table 1 to the highest number.

COMMENT

It is customary to provide each table with two decks of cards having different backs. The tables should be numbered conspicuously for the convenience of the players, and each one should be provided with one or more pencils and a score pad showing contract scoring.

TALLY CARDS

Prior to the beginning of play, the game director or committee prepares individual tally cards, one for each player. Each tally card bears a table number and designates a position (North, South, East or West) at the table.

The tally cards may be drawn at random by the players or assigned by the game director, as he prefers. When play is called, each player takes the position assigned by his tally card.

COMMENT

At mixed parties it is customary to arrange the tallies and seat assignments so that a gentleman will always have a lady as a partner, and vice versa. This is accomplished by having tallies of two different kinds or colors, one for the ladies and the other for the gentlemen.

A ROUND

A round consists of four deals, one by each player. When all tables are through playing, the game director gives a signal, and the players move to their positions for the next round according to the type of progression used.

LAWS OF PROGRESSIVE BRIDGE

COMMENT

Each round should take about 20 minutes and the average session of play is from six to seven rounds.

A DEAL PASSED OUT

Only four hands are dealt at each table, one by each player. If a deal is passed out (*i.e.*, if all four players pass at their first opportunity to declare), the deal passes to the left and both sides score zero for that deal.

METHOD OF PROGRESSION

At the conclusion of each round, the winning pair at Table 1 remain, and the losing pair move to the last table. At all tables except Table 1, the losers remain and the winners move up one table toward Table 1.

COMMENT

The above is the standard method of progression, but this may be waived or altered to suit the wishes of the game director or the players. Special tallies may be arranged or obtained, assigning positions for each round in such a way as to give each player as wide a variety of partners as possible. Another method is to have the ladies progress one way and the gentlemen the other way.

SELECTION OF PARTNERS

At mixed parties, it is customary, but not essential, for a gentleman to play with a lady partner, and vice versa. If the standard method of progression is used, the visiting lady at each table becomes the partner of the gentleman who remains.

If the players are all of the same sex, the four players at each table draw cards to determine partners at the start of each round. The two new arrivals at each table draw first, and the one drawing higher has choice of seats and is the first dealer; the one drawing lower sits at the left of the first dealer. The two players who remain at the table from the preceding round then draw, the higher becoming the part-

LAWS OF PROGRESSIVE BRIDGE

ner of the dealer. Thus all players change partners after each round.

COMMENT

Since the chief function of progressive bridge is social, it is preferable to change partners at each round. However, if for some reason a pair contest is desired, the same partnerships may be retained by progressing as described in Method of Progression without changing partners at the next table. Another method is to have the original N-S pairs remain in the same positions throughout the game, and to have the E-W pairs progress one table at a time until they reach Table 1, and then go to the last table. In this case, the progression is followed automatically, regardless of which pair wins at each table.

DRAW FOR DEAL

Unless the dealer is already determined as in above, the four players at a table draw for first deal. The player who draws highest is the first dealer and may select either deck.

PROGRESSIVE BRIDGE SCORING

COMMENT

With the exceptions specifically mentioned below, the scoring for progressive bridge is exactly the same as for duplicate bridge and will be found explained on page 192 in the duplicate code. The most important points to remember about the scoring are

1. Each deal is scored and recorded separately, and no trick points are carried over from one deal to the next.
2. Game is 100 points for tricks bid and made in one deal. The game premium is 300 points, if not vulnerable, and 500 points, if vulnerable, and it is allowed only when game is bid and made in one deal.
3. A premium of 50 points is scored for making any contract less than game. This premium is in addition to the value of the tricks made. Premiums for a small and grand slam are allowed only if bid for.

LAWS OF PROGRESSIVE BRIDGE

SCORING LIMITS

A side may not score more than 1,000 points in a single deal, except in the case of a slam contract fulfilled.

COMMENT

It is not correct to prohibit doubles or redoubles. The limitation of penalties avoids the necessity of this restriction.

VULNERABILITY

The first deal of each round shall be played and scored as if neither side were vulnerable.

The second and third deals of each round shall be played and scored as if the dealer's side were vulnerable and the other side not vulnerable.

The fourth deal of each round shall be played and scored as if both sides were vulnerable.

COMMENT

This is the most desirable method of determining vulnerability in progressive bridge, but if preferred all deals may be played as though neither side were vulnerable, or all deals as though both sides were vulnerable. In any event, the method should be announced before play starts.

RECORDING THE SCORE

One of the four players at each table is appointed to record the score. He enters the result of each deal on the score pad separately and, at the end of the round, totals all the points made by each side.

He enters on the individual tally of each player the points made by that player's side and also the points made by the opponents.

COMMENT

Correctly designed tallies provide spaces to record both "My Score" and "Opponents' Score." It is important that both be entered on the tally, for otherwise the record would be meaningless.

LAWS OF PIVOT BRIDGE

COMPUTING TOTAL SCORES

At the conclusion of the game, each player totals his score. He also totals the scores of his opponents, as recorded on his tally, and subtracts his opponents' total from his own. The difference, plus or minus as the case may be, is recorded in the space provided at the bottom of his tally.

COMMENT

Let us suppose that a player scores 2,460 points, and the opponents score 1,520 points against him. This makes his net score +940 for the entire session. On the other hand, if a player scores only 1,650 points, and the opponents score 1,940 points against him, then his net score for the session is -290 points. Do not make the mistake of recording only plus scores, for that method gives false results and is likely to lead to improper doubling and redoubling.

DETERMINING THE WINNER

The player with the largest plus score is the winner. Other players with plus scores rank in descending order followed by the players with minus scores, the one with the largest minus being last.

COMMENT

The method of awarding prizes is left to the discretion of the game director. At mixed parties it is usual to award one or more prizes to the highest ladies and one or more prizes to the highest gentlemen.

THE LAWS OF PIVOT BRIDGE

Pivot bridge is played by four (or five) players at a table. This form may be used for a single table or for large gatherings in which it is desirable to have each table play as a separate unit without progression by the players.

The game is so arranged that each player plays with each other player at his table both as partner and opponent. There are two methods of play: (1) four deals may be played to a round, one deal by each player, and the players change partners at the end of each four deals; (2) rubbers may be

LAWS OF PIVOT BRIDGE

played, and the players change partners at the end of each rubber.

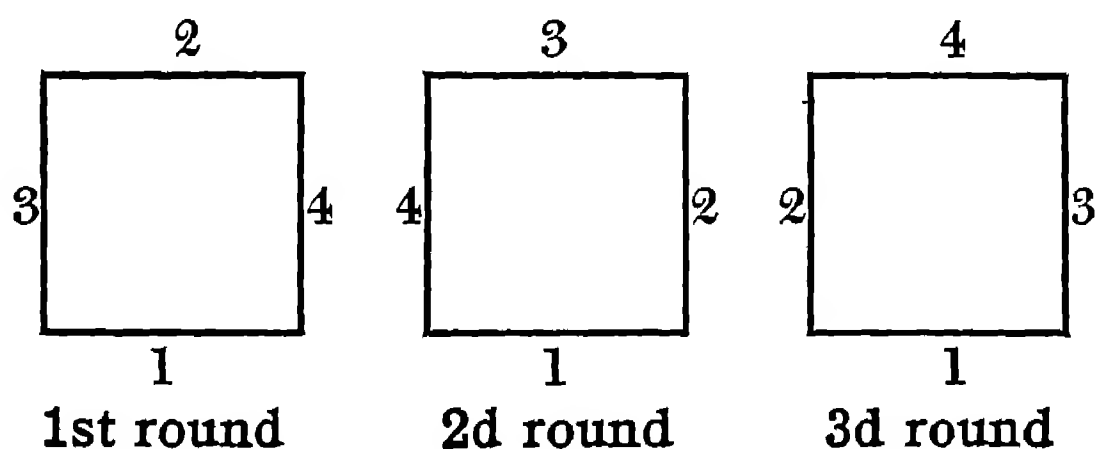
If four deals to a round are played, the scoring is exactly the same as in progressive bridge; if rubbers are played, the scoring is exactly the same as in rubber bridge. The laws given below explain only the method of rotation in changing partners, not scoring vulnerability, etc., which are covered elsewhere.

DRAW FOR PARTNERS

The players draw cards for partners and deal and for a choice of seats and deck. The player who draws highest is the first pivot, and he deals first and has the choice of seats and decks. The player who draws second highest is the pivot's first partner; the player who draws third highest sits at the pivot's left during the first round; the player who draws fourth sits at the pivot's right; and if a fifth player is present, he does not participate in the first round or rubber.

CHANGING PARTNERS (FOR FOUR PLAYERS)

During the first three rounds or rubbers, the players change positions as indicated in the following diagram:



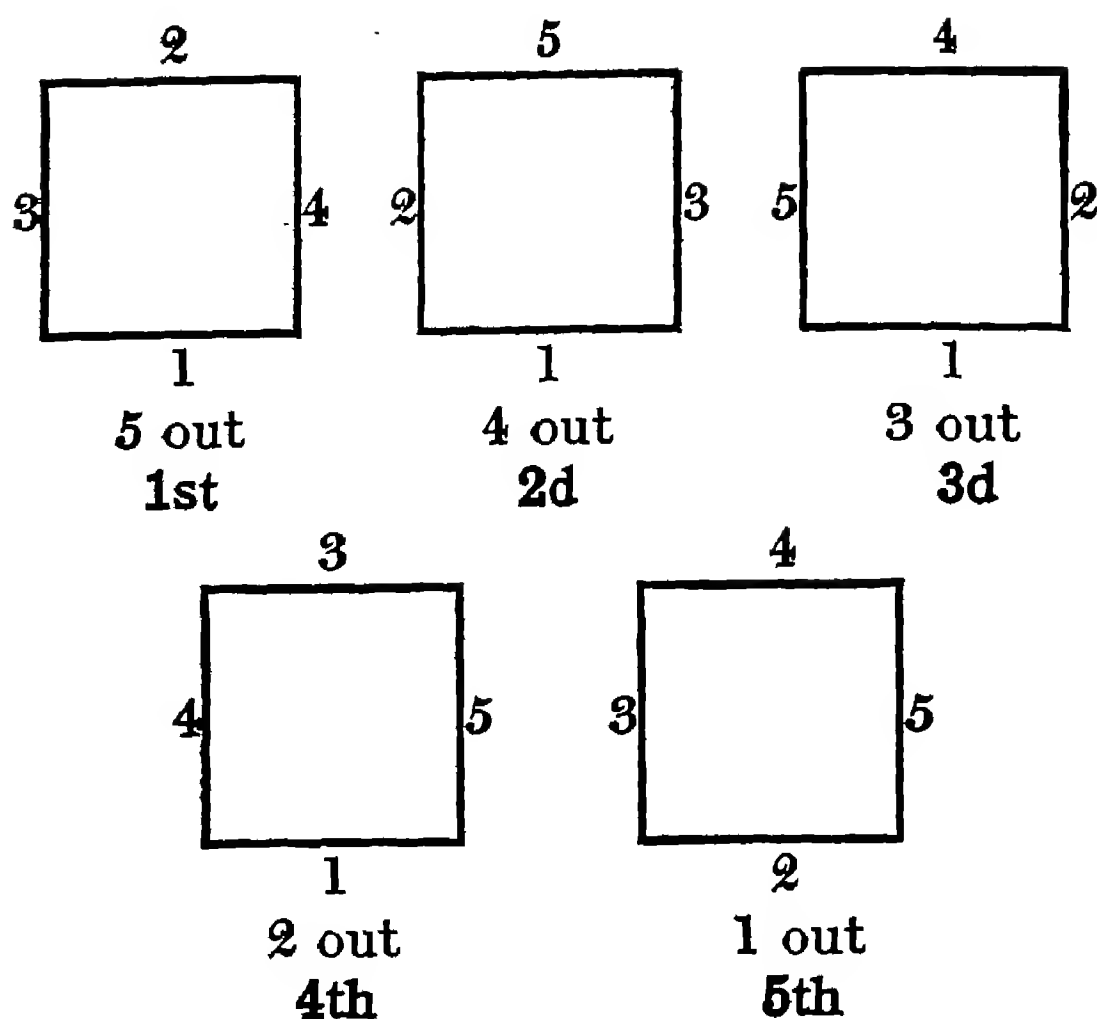
After the third round or rubber, the players again cut for position and partners.

CHANGING PARTNERS (FOR FIVE PLAYERS)

If five players desire to play at the same table, they may be accommodated in this manner.

For the first round or rubber, the players take their positions as described above in Draw for Partners. For rounds one to five, they take the positions indicated in the following diagram:

LAWS OF PIVOT BRIDGE



At the end of each five rounds, the players again draw for positions and partners.

COMMENT

This arrangement permits each player to play with each other player once as partner and twice as opponent, and each player sits out one round in turn.

DETERMINING THE WINNER

At the completion of each round or rubber, the player enters on his tally both his own score and that of his opponents. Each player totals his own and his opponents' scores separately and records the difference, plus or minus as the case may be, at the bottom of his tally. The player having the highest plus score is the winner and the others rank in descending order according to their scores.

BRIDGE TERMS

ABOVE THE LINE: See scoring diagram, page 99.

AUCTION: The bidding.

AX: To double.

BELOW THE LINE: See scoring diagram, page 99.

BID: See Sec. 10, page 90.

BLANK: Void in a suit.

BOOK: See Sec. 10, page 90.

BORDERLINE BID: A bid that is just a shade off minimum values.

BUSINESS DOUBLE: See The Double, page 127.

BUST: A hand that is practically devoid of trick-taking possibilities.

CALL: See page 147.

CHICANE: To be void of a suit.

COLOR: A suit.

COME-ON: See Sec. 4, page 139.

CONTRACT: The bid at which declarer plays.

CRACK: Same as Ax.

CROSSRUFF: Each hand of a partnership trumping some suit.

DEAL: The distribution of cards in rotation. Also the period of play from the cut to the entering of the score.

DECLARER: See Sec. 12a, page 93.

DEFENDER: See Sec. 12a, page 93.

DISCARD: To play a card, not a trump, of a different suit from the card led.

DISTRIBUTION: The way the suits are distributed in the hand; or the way one suit is distributed among all four hands.

DITCH: Same as Discard.

DOUBLE: See Sec. 11, page 91.

DOUBLE FINESSE: See The Finesse (4) and (5), page 133.

DOUBLETON: See page 136.

DUCK: To refrain from playing a higher card than opponent even when able to do so.

DUMMY: See Sec. 12d, page 94.

DUMMY HAND: See Sec. 12d, page 94.

ECHO: Same as Come-on.

ELIMINATION PLAY: A play in which declarer strips his hand and dummy of a certain suit, so that if opponents lead it, declarer may trump in one hand and discard in the other.

END PLAY: See page 134.

BRIDGE TERMS

ENTRY: A card which can be played that will enable partner's hand to obtain the lead. Also the card played from partner's hand to obtain the lead.

ESTABLISHING: See Playing at a Notrump Declaration, page 131.

FALSE CARD: A card played to mislead an opponent as to the player's real holding.

FINAL CONTRACT: See End of the Bidding, page 93.

FINESSE: See The Finesse, page 131.

FIT: See Deciding on the Trump Suit, page 125.

FORCING BID: See Forcing Bids, page 124.

GOING DOWN: Same as Set.

GOULASH: See Goulash Hands, page 101.

GRAND SLAM: See Slams, page 96.

HAND: The cards a player holds. Also the same as Deal.

HIGH-LOW: Same as Echo.

HOLDUP: See Playing at a Notrump Declaration, page 131.

HONOR: See Honors, page 96.

ICE: A contract that cannot be beaten.

JUMP BID: See Forcing Bids, page 124.

KEEPING THE BIDDING OPEN: See Responses to an Opening Bid of One, page 123.

KILLING: A play that ensures the defeat of a contract.

LAY-DOWN: A hand that is exposed to show that it cannot be defeated.

LEAD THROUGH: See page 137.

LETTING IT RIDE: See The Finesse (3a), page 132.

LITTLE SLAM: See Slams, page 96.

MAJOR: See Sec. 3, page 89.

MAYONNAISE: See Goulash Hands, page 101.

MINNIE: A hand containing minimum values.

MINOR: See Sec. 3, page 89.

ODD: See Sec. 10, page 90.

ODD TRICKS: See Sec. 10, page 90.

ON THE FENCE: Same as Singleton.

OPENING LEAD: See Opening Lead, page 135.

OVERCALL: See Rank of Bids, page 91.

OVERTAKE: To play a higher card on the trick, usually referring to an occasion when one partner plays a higher card than partner's winner in order to gain the lead.

OVERTRICK: See Fulfilling Contract, page 95.

OVERTRUMP: To play a higher trump.

BRIDGE TERMS

- PARTIAL:** See Partial, page 97.
- PIECE OF TRUMP:** A trump card.
- PITCH:** To play or to lead.
- POWERHOUSE:** A very strong hand.
- PREEMPTIVE BID:** See Preemptive, page 123.
- PSYCHIC BID:** See Psychic Bids, page 128.
- RAISE:** See Rank of Bids, page 91.
- REBIDDABLE SUIT:** See Rebiddable Suits, page 122.
- REENTRY:** A card that brings the lead back to a hand.
- RESCUE:** See The Double, page 127.
- RUBBER:** See Rubber, page 96.
- RUFF:** To play a trump when holding none of suit led.
- RUN:** To play out an established suit.
- SACRIFICE:** See Sacrifice Bids, page 127.
- SET:** See Failing to Fulfill Contract, page 95.
- SHADED BID:** Same as Borderline bid.
- SHIFT:** To lead a different suit from the one played to the previous trick.
- SHY BID:** Same as Borderline bid.
- SIDE SUIT:** A good suit other than trump.
- SIGNING OFF:** Making a bid that indicates the hand has gone to the limit of its values.
- SIKE:** Same as Psychic bid.
- SIMPLE HONORS:** See Premiums for Honors, page 230.
- SINGLETON:** See page 136.
- SKIP BID:** Same as Jump bid.
- SLUFF:** Same as Discard.
- SPLITTING HONORS:** See Splitting Honors, page 140.
- SPREAD:** Same as Lay-down.
- SQUEEZE:** See The Squeeze, page 135.
- STIFF:** Same as Singleton; also the last card of an established suit; also a Spread.
- STOPPER:** A card that will prevent opponents from running a suit, usually in notrump.
- STRIP AND END PLAY:** See The End Play, page 134.
- STUB:** Same as Partial.
- SUFFICIENT BID:** See Opening the Bidding, page 91.
- SUPPORT:** See Rank of Bids, page 91.
- SWITCH:** Same as Shift.
- TAKE-OUT:** A bid that brings a side into a new suit.
- TAKE-OUT DOUBLE:** See Informative Double, page 126.
- TENACE:** See The Finesse, page 131.

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THIRTEENER: The thirteenth card played of a suit.

THROW-IN: See page 135.

THROW-OFF: Same as Discard.

TRICK: See Sec. 48, page 161.

UNBLOCK: See Unblocking, page 133.

UNDERTRICK: See Failing to Fulfill Contract, page 95.

VULNERABLE: See Game—Vulnerable, page 96.

WASHING THE DECK: See Sec. 5, page 90.

WINNER: A card that is sure to win a trick.

YARBOROUGH: A hand containing no honors.

YOUR CHANCE OF GETTING A ONE-SUIT HAND

Every bridge player dreams of holding a hand all in one suit, and some fortunate ones have had the memorable experience—an occasion which usually rates an item in the newspapers.

If you want to know your chances of duplicating the feat, here are the figures:

Your chance of being dealt a hand of 13 spades is 1 in 635,013,559,600.

Your chance of being dealt a hand all in one suit is 1 in 158,753,389,900.

A U C T I O N B R I D G E

This was the most popular bridge game up to the time contract came along, and though it is steadily being crowded out by the latter, it is still the favorite card game of a great many players.

The game is essentially the same as the one described in contract bridge, the main difference being in the manner of scoring. Partnerships generally try to take the bid as low as possible because all tricks made in excess of those bid count toward game below the line.

Example: If a partnership bids 3 hearts but takes 10 tricks in play, it scores a game, regardless of the fact that game was not bid. In contract the partnership would score only for the 3 hearts bid below the line and for the overtrick above the line.

Game is 30 points (or more) scored below the line in one or more hands.

The Scoring
in Auction

Book is 6 tricks as in contract bridge and is not scored. But any tricks made above book in play, regardless of whether they were bid or not, score below toward game.

F O R O D D T R I C K S A B O V E B O O K

(Score below line)

	Each Trick, Points
In clubs.....	6
In diamonds.....	7
In hearts.....	8
In spades.....	9
In notrump.....	10

For fulfilling a doubled contract, double all the trick points made above book and score below the line (see also table below for added premiums).

AUCTION BRIDGE

For fulfilling a redoubled contract, multiply by 4 all the trick points made above book and score below the line (see also table below for added premiums).

Premiums for fulfilling a doubled or redoubled contract are scored above the line and do not go toward game.

PREMIUMS FOR FULFILLING A DOUBLED OR REDOUBLED CONTRACT

(Score above the line)

	<i>Points</i>
For fulfilling a double contract...	50
For tricks made in excess of doubled contract.....	50 (each trick)
For fulfilling a redoubled contract	100
For tricks made in excess of re- doubled contract.....	100 (each trick)

Note: The premiums for overtricks in doubled or redoubled contracts are additional to points already scored for them below the line.

PENALTIES FOR FAILING TO FULFILL CONTRACT

(These are scored above the line by opponents, and do not go toward game)

	<i>Points</i>
For each undoubled undertrick.....	50
For each doubled undertrick.....	100
For each redoubled undertrick.....	200

PREMIUMS FOR HONORS (ACE, KING, QUEEN, JACK, TEN)

~~(These are~~ scored in every deal for the side earning them; defender's side may score for them as well as declarer's; they do not go toward game but are scored above the line)

	<i>Points</i>
For any 3 trump honors between both hands of a partnership, or 3 aces in notrump (known as "simple honors").....	30
For any 4 trump honors between both hands of a partnership or 4 aces in notrump.....	40
For 4 trump honors in one hand.....	80

AUCTION BRIDGE

	<i>Points</i>
For 4 trump honors in one hand; the fifth in partner's hand.....	90
For 5 trump honors in one hand; or all 4 aces in notrump.....	100

PREMIUMS FOR SLAMS AND WINNING RUBBER

(These are scored above the line by the side earning them and do not go toward game)

	<i>Points</i>
For making a small slam (12 tricks) (scored even if the bid is seven, but declarer makes only 12 tricks).....	50
For making a grand slam (13 tricks).....	100
For winning rubber (two games).....	250

A partial score toward game is not carried over when a game has been made. Both sides start scoring afresh for a new game.

*Partial
Scores*

If players for any reason do not finish a rubber, the side winning 1 game scores a partial premium of 125 points. If both sides have game, premiums cancel each other, and only the point scores are totaled.

*Partial
Rubbers*

Since the object of the bidding is to buy the contract as low as possible, there are no elaborate systems of bidding information as in contract bridge.

*Bidding
and Play*

The preemptive bid—a bid higher than necessary, but deliberately made to create bidding difficulties for opponents—is used often in auction on hands containing a suit of good length.

The play is exactly as described in contract, and the same principles are generally followed.

In general, the rules in the 1943 Contract Bridge Laws, except those for scoring, are applicable to auction. The last revision of Auction Bridge Laws was in 1926.

The Rules

Ready-made score sheets are usually obtainable, but any blank sheet of paper can be used to keep score on. Scorer draws a diagram as in the illustration on page 232.

AUCTION BRIDGE

Sample
Game
Scored

We refers to the side keeping the score. *They* refers to the opposing side.

a. *We* bid 2 clubs and make 10 tricks. *We* get a score of 24 below the line, giving us a partial toward game. *We* also score 30 for honors above the line.

b. On the next hand, *We* bid 3 spades, are doubled and set 1 trick. *They* score 100 points above the line. *We* score 80 points for honors above the line.

c. Then *They* bid 1 heart and make 11-tricks. *They* score 40 points below the line which gives them game. A line is drawn to indicate that one game has been scored. Our partial of 24 is "wiped out" and no longer counts toward game. *They* also score 100 points for honors above the line.

d. *We* bid 2 notrump and make 12 tricks. *We* score 60 below the line plus a small slam bonus of 50 points above the line. *We* also score 40 points for honors above the line. Another line is drawn for game. And now both sides need only one more game for rubber.

e. *They* bid 2 diamonds. *They* make 8 tricks, fulfilling their contract. *They* score 14 points below the line giving them a partial toward game. *They* also score 40 points for honors above the line.

f. *They* bid 3 hearts. *We* double and *They* redouble. *They* make 10 tricks, fulfilling their contract with an overtrick. *They* score 128 points below the line. *They* also score 100 points above the line for fulfilling the redoubled contract and another 100 points above the line for the trick in excess of their contract. *They* also score 80 points above the line for honors. Finally, *They* score 250 points above the line for winning rubber.

g. Two lines are then drawn to indicate that the rubber is over.

h. The scores on both sides are totaled. Our score totals 284. Their score totals 952. Therefore, *They* win the rubber by 668.

Final scores are usually figured to the nearest hundred so that *They* have won a 700-point rubber. The last 2 zeros may be dropped and *They* are said to have a "7 rubber."

AUCTION BRIDGE

i. If more rubbers are to be played, the rubber score is circled above the line on the side winning—in this case, *They*.

WE	THEY
	⑦
	250
	80
40	100
50	100
80	40
30	100
24	40
60	
	14
	128
284	952
	-284
	668

A sample game is scored.

CALABRASELLA

This little-known game, supposedly of Italian origin, is unique in the ranks of cards. But it is not too difficult to learn and is simple in its bidding and in its play, which never has a trump suit.

1
The Players The game is for three players. But four may play with the dealer taking no cards.

2
The Cards The 40-card Spanish deck is used, made up by stripping out eights, nines and tens from a regular 52-card deck.
The cards rank as follows: three (high) two, ace, king, queen, jack, seven, six, five, four (low).
Suits have no comparative rank.

3
The Deal Players cut and low card deals. Dealer gives each player a hand of 12 cards, dealt 4 at a time per round, beginning at dealer's left. The remaining 4 cards are placed face down as a widow.

The turn to deal in subsequent hands passes to the left.

4
Object of the Game To win in tricks as many as possible of the 35 points that can be made in counting cards.

5
Points to Be Won in Play Certain cards have counting value as follows: ace, 3 points; the three, deuce, king, queen and jack, 1 point each—a total of 8 points per suit.

Winning the last trick is worth 3 points. Thus a total of 35 points can be scored on a hand.

6
The Bidding Player at dealer's left has first turn. He may say, "I play" or "Pass." If he says, "I play," he proposes to play alone against the other two who combine as partners against him.

CALABRASELLA

If he passes, the turn then goes to the player at his left. But as soon as any player announces he will play, there is no further bidding by the others.

If no one proposes to play, the deal goes to the player at the left.

The single player discards face down from 1 to 4 cards as he pleases. He then turns up the widow and takes from it as many cards as he discarded. The cards left over from his discards and the widow are placed together into a single pile face down and will go to the winner of the last trick.

Player at dealer's left leads any card to the first trick. Each other player in turn *must* follow suit if able to but may play a card of any rank. If a player cannot follow suit, he may play any card. There is *never* any trump.

A trick, which consists of 3 cards, 1 by each player, is won by the highest card of the suit led. Winner of the last trick also takes the cards in the discard pile and adds them to his trick pile. Opponents of the single player keep their cards together in a common trick pile.

Winner of a trick leads to the next, and play proceeds until all 12 tricks have been played.

Players count the points in their trick piles (according to Sec. 5 above). Lower score is deducted from higher score and the difference represents the winning margin for the player or side with the higher score.

If either side takes in all 35 points, the winning score becomes 70.

If the single player is the loser, he pays to each opponent in chips or points. If he is the winner, each opponent pays him.

Game may be set at 100 points if a pencil-and-paper score is kept. Or the game may end, if chips are used, when any player loses all his chips.

In case of a misdeal, the same player deals again.

If a player looks at any cards of the widow before there has been a proposal to play, the hands are thrown in and

7 The Play

8 Scoring

9 Additional Rules

CALABRASELLA

offender pays 35 to each opponent. The same is true if the single player looks at the widow cards before he discards.

If an opponent of the single player looks at any cards of the widow after there has been a proposal to play, there is no penalty. But single player may look at the widow cards before discarding.

If an opponent of the single player exposes a card, except for the purpose of playing it, or leads out of turn, the single player may demand that the hands be thrown in. Opponents then score only for points that they won before the offense and single player scores for all points that he took plus 3 for last trick.

If a player fails to follow suit when able to, it is a revoke and 9 points are subtracted from his score and added to the score of opponent or opponents. The hand is played out.

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CASINO

(Sometimes spelled cassino)

This game is a hardy perennial whose popularity never wanes. Though it is generally considered to be a rather simple game, it provides wide scope for scientific play and sharp contest of wits.

1
The Players Two to four may play, each for himself. But two make the best game for individual play, and when four play, the best arrangement is in partnerships.

2
The Cards A regular 52-card deck is used. There is no difference in the ranks of the suits or cards.

For purposes of play the cards are given number values: ace is 1, deuce is 2, three is 3, four is 4, etc.; each card up to the jack is counted at its face value. The jack, queen and king have no point value.

3
The Deal Players cut, and low cut deals. After the shuffle and cut the cards are dealt for the first deal. There will be further deals, as described in Sec. 6 below.

If two are playing dealer gives opponent 2 cards at a time, face down, then turns 2 cards face up in the middle of the table. He then deals himself 2 cards face down. Two more cards face down are dealt to opponent, 2 more face up to the table, and finally 2 more cards face down to himself. Both players thus have hands of 4 cards each, and 4 are face up on the table. Some prefer that the cards be dealt out 1 at a time.

If four play, the cards may be dealt in the same fashion to all players beginning at dealer's left, the open cards being dealt at the end of each round. Some prefer that each player be dealt 4 cards at a time in turn, with 4 cards finally being faced on the table.

If two play, the deal alternates after the first hand. If four play, the turn to deal goes to the left in subsequent hands.

To take in certain counting cards in play. To take in a majority of cards and spades.

4
Objects of
the Game

5
The Play

Beginning with nondealer, if the game is two-handed, or with the player at dealer's left, if the game is four-handed, each player may play 1 card from his hand. In two-handed, the turn to play alternates. In four-handed, the turn to play goes in rotation to the left. A player may make any of the following plays with a card:

a. Take In: If a player has a card of the same denomination as any on the table, he may take in that card, or cards. The matching card in his hand and the card, or cards, he takes in are placed face down in a pile in front of the player. Any other cards subsequently taken will be added to this pile.

A player may also take in any individual cards on the table whose point values add up to the denomination of the card he is playing.

First Example: Suppose that a player has a nine in his hand and exposed on the table are another nine, an ace, a five and a three. He can take in the nine and also the five, three and one which total 9. All 5 cards—including the nine that he played—go face down in a pile in front of him.

Second Example: Suppose that there are 2 aces on the table. If a player holds both a deuce and an ace, he could play either to take in the aces. He can use his deuce, since the aces on the table add up to 2, or he can use his own ace since it is a card of the same denomination.

A player may take in only 1 picture card on the table (king, queen or jack) with a matching card in his hand.

Example: If a player holds a jack and there are 2 jacks on the table, he may take in only one of them in this turn.

But if there are 3 picture cards of the same denomination on the table and a player holds the fourth of that denomi-

CASINO

nation, it is customary to permit him to take in all 3 cards at the same time.

b. Build: A player may place a card from his hand on a card, or cards, on the table and announce he is "building," naming the combination he is building. There are several ways of making builds.

(1) Suppose there are a four and a three on the table and a player holds an ace and eight in his hand. He places the ace together with the four and three in a single pile and announces, "Building eight." The announcement means that he holds an eight in his hand with which he can take in that build.

This kind of build is known as a "*single build*."

The only time a player is not required to have a card of the same point value in his hand as the build that he is making is in a partnership game.

There, if partner has announced a build, a player may use a card from his own hand to form another build of the same value for the partnership.

Example: Partner has built sevens. A player holds a five in his hand, and the table has a free deuce. He may put his five together with the deuce and add both to partner's seven build. He need not hold a seven in his own hand.

(2) Suppose there is a seven on the table and a player holds 2 sevens in his hand. He places 1 of his sevens together with the seven on the table and announces, "Building sevens." The next time his turn to play comes he can take in the build with the other seven in his hand. (He can also gather in at the same time any other individual cards on the table that total to seven).

This kind of build is known as a "*multiple build*."

(3) A player may *add* to his build when his turn comes by combining a card from his hand with another card, or cards, on the table.

Example: A player has built eight in a previous turn, as in (1) above. He holds a deuce in his hand and there is a six on the table. He may now add his deuce to the six and place both of them on his build pile of eights, making a multiple build which he will take in on his next turn to play.

(4) A player may *add* to any *single* build and increase it to some other point value.

Suppose, as in (1) above, a player built eight. Another player in turn may add an ace to it and call the new build "nine." Only a nine may now take in this build. The player who increased the build must, of course, hold a nine in his hand as though he were making any other build.

In the same way, a player may increase his own build when his turn comes. But he is required to have in his hand *both* a card of the point value of his original build and a card of the point value of his new build.

(5) A player may *not* change the point value of a *multiple* build.

First Example: A player has played a five from his hand, placed it together with another five on the table and announced "Fives" (a multiple build). No player may take in this build with a ten.

Second Example: A build of sixes has been made, consisting of a six, a four and a deuce (a multiple build). No player may add an ace to this build and call it "seven."

(6) A player may take in an opponent's build when his turn to play comes if he holds a card of the same point value as the build.

(7) A player must take in his own build when his turn comes. *Unless* he chooses to make further legal builds, or take in some other card or combination of cards, as in (a) above, or take in an opponent's build.

The only play he may *not* make when he has a build of his own waiting on the table is to "trail" (see c below).

(8) A player may not use a card on the table to add to a build made before his turn and so change the point value of the build. To change the point value of a single build, a player must add a *fresh* card from his hand.

First Example: There is a single build of a seven on the table and a free card which is a three. A player may not add the three to the build, call it a ten and take it in with a ten from his hand.

Second Example: There is a single build of a six on the table and a free card which is a four. A player may not add

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the four to the build, put a ten of his own on the pile and call the combination a new build of ten.

(9) A player may not build picture cards.

(10) If a player does not make some legal play other than taking in his build when his turn comes, the build is scattered.

c. *Trail*: When a player does not take in or make a build, he places a card face up on the table. This is known as “trailing.” He may trail at any time he pleases. He does not have to take in or build instead. But a player may not trail when he has a build of his own waiting.

6 After each player has played out his first 4 cards 1 at a
Further time, the dealer picks up the remainder of the deck and
Deals deals 4 more cards to each in the same manner as in the original deal. But he does not deal any more cards face up on the table at any time for the rest of the game.

Play then continues as described in Sec. 5 above, after which there is a further deal, followed by play, etc., until all the cards in the deck have been dealt out.

When the last cards are being dealt, the dealer must announce that fact.

7 The player who is the last to take in a card, or cards, also
Last Take takes in any other cards left on the table.

8 When play is over, the players go through the pile of cards
Scoring they took in and score them as follows:

	<i>Points</i>
For taking in 27, or more, cards (known as “cards”).....	3
(But if both sides have 26 cards each, there is no score for cards)	
For taking in 7, or more, spades (known as “spades”).....	1
For taking in the ♦ 10 (known as “big casino”) ..	2
For taking in the ♠ 2 (known as “little casino”) ..	1
For each ace taken in.....	1

A total of 11 points can, therefore, be made in any hand.

Each deal may be considered a complete game, and the side having the most points is the winner. The lower score is deducted from the higher score and the result is the winning margin.

Games may be played for 21 points. Each side scores its total points after each deal is completed. The side first reaching 21 wins. If both reach 21 in the same deal, there are two ways of scoring:

a. The side with the highest score wins. In case of a tie, the side winning cards is considered the winner.

b. Or, the points are scored out in the following order: first, cards; then spades; then big casino, little casino, aces and sweeps (see Sec. 10 below). As soon as a side reaches 21 points by putting down the scores for the hand in the order listed, no further points are counted for the other side.

Games may also be played for 11 points. In this method it is customary to subtract the lower score from the higher after each deal and credit the net result to the winner. The winner also receives any points above 11 made in the deal.

Example: Side *A* takes 8 points in the first deal. *B* scores 3 points. *A* receives a net score of 5 toward game. In the next deal *A* scores 6 points and *B*, 5 points. *A* receives 1 point net and now has a tally of 6 toward game. If *B* were to win the third deal by 3 points, *A*'s net score would be reduced to 3, etc.

Some play that if one player reaches 11 before the other has reached 6, the winner's score is doubled and the losing score is subtracted from it to determine the winning margin. Others play that if a side scores 11 points, or more, in two deals, its score is doubled and the other side's score subtracted from it to determine the winning margin. If a side scores 11 points in the very first deal, its score is quadrupled.

A "going-out" declaration may be used. In this case when a side believes that it has scored enough points to reach game in any deal (whether playing for 11 or 21 points), it announces so. No cards or spades may be figured in this declaration, unless the declaring side has a clear majority of them. If the claim is not verified, the opposing side scores 5 points as a penalty and play continues. In any case, the

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opposing side scores for any points it succeeded in taking up to the time that the going-out declaration was made.

10 Many score for "sweeps." A sweep is the play by which
Sweeps a player takes all the cards on the table with 1 card in his hand. The sweep is usually indicated by turning a card of the sweep face up in the winner's pile. Each sweep scores 1 point.

The last take is not scored as a sweep unless a player takes in all cards on the table at once.

11 Some players score for "overs." If a side takes in more
Overs than 30 cards, 1 point is scored for each card over 30. If a player takes in more than 7 spades, 1 point is scored for each one over 7.

12 If a card is exposed in the deck or during any deal, it is
Additional placed on the table for play. Dealer is usually penalized
Rules by having to play with 1 less card in his hand for each one
In Dealing he exposes during a deal. However, a player is within his rights to ask for a new deal by the same dealer.

If a dealer gives a player too many cards, he is usually permitted to rectify the error if players are playing a point game (11 or 21). If they are playing that each deal is an individual game, dealer is considered to have lost the game.

If dealer fails to announce the last deal, he loses the game. If a point game is played (11 or 21), he is penalized 5 points, which are deducted from his score.

n the Play Players are expected to check on opponents' builds and cards taken in. If an opponent makes an incorrect build or takes in cards he is not supposed to, player must ask him to correct the error. But if a player makes a play after an opponent has committed an error, the incorrect play is considered condoned.

If a player makes a build without having the card to take it in, he loses the game. If it is a point game (11 or 21), the build is broken up, and a penalty of 2 points is added to the score of offender's opponent.

If a player trails when he has a build to take in, he loses the game. If it is a point game (11 or 21), he is required to

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make the correct play, and a penalty of 2 points is added to the score of offender's opponent.

No player may look back at any cards played. If he does so, he loses the game. If it is a point game (11 or 21), offender's opponent scores 1 point for the irregularity.

CASINO
Variations

In this variant the picture cards (jack, queen, king) also have point values in play but not in scoring. Jack counts 11; queen, 12; king, 13; and ace, either 1 or 14. Royal
Casino

The only difference in the rules from the standard game is that a player may take in more than 1 picture card at a time. Otherwise, the play is identical, and a player may take in combinations with picture cards of the same point value.

In this variant the play is as in standard casino except that the ace, jack and deuce of spades count 2 points each. Game is usually 61 points. If a side reaches 61 before the other has scored 35 (or, as many play it, 31), the winner scores double the difference between the two scores. Spade
Casino

This is a combination of spade and royal casino. Spade
Royal

In this variant the tens, nines and eights are stripped from the deck. Diamond
Casino

Three cards are dealt to each player, instead of 4, but 4 cards are exposed on the table.

The scoring is as follows:

	<i>Points</i>
For taking in 27 or more cards.....	1
For taking in 7 or more diamonds.....	1
For winning the ♦ 7.....	1
For taking all 4 sevens, or all 4 sixes, or all 4 aces.....	2
For a sweep.....	1

Game is 11 points.

CASINO

Draw In this game, after each player and the table have been
Casino dealt 4 cards, the remainder of the deck is placed face down as a stock.

Play begins as in standard casino, but after a player has played a card, he draws the top card of the stock to bring his hand back to 4.

There are no further deals, and play ends when the stock is exhausted and all cards have been played from the hands.

If a player fails to draw in his turn, he draws 2 cards the next time.

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CRIBBAGE

The invention of this game, which is over three hundred years old, is attributed to Sir John Suckling, English poet and soldier. Known as “noddy” in its original form, it has grown to be one of the most consistently popular of all two-handed games in the English-speaking world. In its manner of play and scoring it is quite unlike any other card game. It is fast moving and simple in form and places the emphasis on judgment and discernment. It is one of the very few major card games in which memory does not play an important role.

1 **The Players**

The best game is for two players as described here.

2 **The Cards**

a. A regular 52-card deck is used for play. It is customary to have two decks on the table available for play, although only one is used at a time. Each player deals from his own deck.

b. For purposes of play and cutting, the cards run in sequence as follows: king, queen, jack, ten, nine, eight, seven, six, five, four, three, deuce (two), ace (one). A sequence of cards may run either way, downward or upward.

c. For purposes of counting, the cards are valued as follows: king, queen, jack, 10 each; all other cards, their face (pip or spot) value, the ace being 1.

3 **The Crib- ge Board**

Since there is frequent scoring it is convenient to keep score on a cribbage board (see illustration, page 262.) Scoring in cribbage is known as “pegging.”

If a board is not available or cannot easily be obtained,

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a cribbage score layout can be made by marking a piece of paper or cardboard in the manner illustrated. Two coins, or beans, buttons or similar objects, are used by each player to peg his scores.

Units of 10 Single units	6 8 7 6 5 4 ● 2 1 0										} Player A
	9 5 4 3 ● 1										
	1 2 ● 4 5 6						} Player B				
	0 1 2 3 4 5 6 7 ● 9										

In this illustration, player A has a score of 23, and player B has a score of 38.

To be the first to reach game, which is a total of 61 points made in several deals. These points may be made during the play by combining cards in certain ways, and they may also be made after the play of a hand is completed by combining cards in certain scoring combinations.

4
Objects of
the Game

Players cut and high cut deals the first hand. The deal is usually a decided advantage. After the first hand the turn to deal always goes to the loser on each hand. But many prefer simply to have the deal alternate.

5
The Deal

Each player is dealt 1 card at a time alternately, beginning with nondealer, until both have hands of 6 cards each.

When the deal is completed, the remainder of the deck is put aside for the time being, and both players look at their cards. They each select 2 cards that they discard face down on the table. These 4 cards form the "crib."

6
Forming
the Crib

The crib belongs to the dealer, but nothing is done with it until the play of the hands is completed.

After the crib has been formed, the next step is for the nondealer to cut the remainder of the deck. The top card of the bottom part of the deck is turned up. The cut is then

7
The Starter

CRIBBAGE

completed, and the exposed card is placed face up on the deck. This card is known as the "starter."

Nothing is done with the starter until the hands have been played. But if it happens to be a jack, the dealer pegs 2 points immediately for it, opponent getting nothing. A starter that is a jack is known as "his heels."

After the deal and the turning of the starter, nothing more is done with the remainder of the deck.

8 Method of Play

a. The first play is made by nondealer. He places any card he wishes face up on the table on his side of the cribbage board. He announces its count value.

Example: If the card were a 4, he would announce, "Four" (see Sec. 2 c above).

b. Dealer then plays a card face up on his side of the board. He announces the sum of the 2 cards. Nondealer then plays a card on his side of the board and announces the sum total of all 3 cards played so far.

The play thus alternates, each playing in his turn in the manner described. Each player keeps his cards separate from opponent's and is careful not to cover his cards, as each one played must be visible. Cards are not put together in tricks.

9 and Go

One way of scoring is to play a card which will bring the total count to that point to exactly 31. If a player can do so, he pegs 2 points.

But a player may *not* play a card that will run the total past 31. If a player in his turn cannot lay down a card that will *not* pass 31, he must say, "Go," which means, "Go ahead and play. I have no card left in my hand which will not pass 31."

The turn to play then passes to opponent. If he, too, cannot lay down any card that will not bring the total past 31, he announces that fact. But if he is able to lay down any cards that will not pass 31, he plays them. He continues to play as many cards as he possibly can without passing 31, announcing the cumulative total as he plays.

The player laying down the last card possible under 31 pegs 1 point for doing so.

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First Example: Suppose the total count of cards played is 25. Player *A*, whose turn it is to play, holds a queen and a seven. The queen would make the total 35 ($25 + 10$), and the seven would bring the total to 32 ($25 + 7$). Since he may not play either, he says, "Go," and Player *B* continues play.

Player *B* holds a five and a four. He plays the five or the four, and then, since he cannot play the other card without going over 31, he also says, "Go." He pegs 1 point, however, for playing the card that brings the total count closest to 31.

Second Example: Suppose again the total count of cards played is 25. This time Player *A*, whose turn it is to play, holds a four and a two. He plays the four, announcing, "29." *B* holds a five, so he is forced to say, "Go." *A* continues play, laying down his two and bringing the total count to 31. He pegs 2 points for doing so.

When a go or 31 has been reached, both players turn the cards played thus far face down (to avoid confusion in further play) and continue play with the cards remaining in their hands.

10
The Play
after a Go
or 21

A new count toward 31 is begun by the player whose turn it is to play. In the first example, under Sec. 9, the first to play would be *A*. In the second example, the first to play would be *B*.

Play ends when both players have no more cards to play. *The one who plays the last card pegs 1 point.*

11
Play Ends

If one player is out of cards, the other continues to play eligible cards by himself, one after the other, announcing the totals. If he reaches a point where he cannot stay under 31, he announces, "Go," and pegs 1 point for having come closest to 31 (even though he has no opponent). He then turns down the cards already played and starts for a new total. He would also, of course, peg 1 point for eventually playing the last card and would peg for any other points as described in Sec. 12 below.

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A player may not count 1 point for last if his final card brings the total to 31. He simply scores 2 for 31.

12 Other Points Scored in Play Other points in addition to those for go and 31 may be scored in play. They must be pegged as soon as scored, even if they are scored at the same time as a go or 31.

Following are the scores that may be made and the manner of making them:

Pair If a player lays down a card that forms a pair with the last previous card played and still exposed, he pegs *2 points immediately*.

Example: Player *A* plays the ♣10 and *B* plays the ♥10. *B* pegs 2 points.

Triplet (Pair Royal) If a player lays down a card that forms three of a kind with the last 2 previous cards played and still exposed, he pegs *6 points immediately*.

Example: Player *A* plays the ♦Q. *B* plays the ♠Q, for which he pegs 2. *A* plays the ♥Q and pegs 6.

Four of a Kind (Double Pair Royal) If a player lays down a card that forms four of a kind with the last 3 previous cards played and still exposed, he pegs *12 points immediately*.

Example: Player *A* plays the ♠6. *B* plays the ♣6 and pegs 2. *A* plays the ♦6 and pegs 6. *B* plays the ♥6 and pegs 12.

Sequence (Run, Straight) If a player lays down a card that will form an *unbroken sequence of three or more* exposed cards, *regardless of suit*, he pegs *1 point for each card* of that sequence, also known as a “run” or “straight.”

The cards of the sequence do *not* necessarily have to be in numerical order. But the cards must form an *unbroken* sequence beginning with the last card played and reading backward through successive cards. The ace does *not* follow the king in figuring a sequence. It may be only part of a 1-2-3-4, etc., sequence (see also Sec. 2).

First Examples: ♦7, ♥4, ♥2, ♣6, ♠5, ♣3. This is an un-

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broken sequence of 6 cards (run of six), since the cards, if rearranged, would run 2-3-4-5-6-7. It counts 6 points.

Second Example: ♥4, ♠3, ♥A, ♦2. This is an unbroken sequence of 4 cards (run of four), since the cards, if rearranged, would run 1-2-3-4. It counts 4 points.

If a six were added, that player makes no score. But should his opponent now play a five, a new unbroken sequence would be created—4-3-1-2-6-5 (1-2-3-4-5-6)—and the player of the five would peg 6 points for a run of 6.

Third Example: ♦4, ♥2, ♥3, ♣2. The player who laid down the three would score for a run of three (2-3-4). But the player laying down the last two scores nothing since no unbroken sequence can be formed reading backward from the two.

Fourth Example: ♠3, ♦4, ♣2, ♦A, ♥A. The player who laid down the two would score for a run of three; the player who laid down the first ace would score for a run of four, but there is no further sequence score for laying down the second ace, since the first ace breaks the sequence, reading backward. But there is a score of 2 for the pair.

If a player plays a card that makes the point total of the cards played 15, he pegs 2 points immediately. A player may peg for a pair, three or four of a kind, or a run in the same turn he pegs for 15.

If a 15 is pegged on the last card the player may also peg an additional point for last card.

Any of the scoring points mentioned above in Sec. 12, except, of course, 15, can be pegged in the same turn that a player pegs for a go or 31.

None of the scoring points mentioned in Sec. 12 may be pegged if a combination is interrupted by a 31 or a go to which neither player can play.

Example: If Player A lays down a jack and Player B lays down a second jack, 2 points are pegged by B for a pair. If the second jack results in a go, neither being able to play without passing 31, the cards are turned face down (with any others previously played). If another jack is now laid

Fifteen

**13
Additional
Scoring
Notes**

CRIBBAGE

down to start a new total, it *cannot* be counted as a third card to form three of a kind with the two previously played jacks.

14
Two
Examples
of Play

a. After the crib has been provided for:

Player *A* holds the ♦7, ♣8, ♥5, ♦6

Player *B* holds the ♠8, ♥8, ♣7, ♦8

B is dealer, so *A* plays first. He lays down the seven, calling, "7." *B* plays an eight, calling, "15" and pegging 2 points for it ($7 + 8$). *A* lays down his eight and calls, "23 and a pair," pegging 2 points for the pair (8 and 8). *B* lays down another eight and calls, "31 and three of a kind." He pegs 2 points for 31 and 6 points for three of a kind ($7 + 8 + 8 + 8$). These 4 cards are now turned over.

It is *A*'s turn to play. He begins a new count, laying down his five and calling, "5." *B* lays down his seven and calls, "12" ($5 + 7$). *A* lays down his six and calls, "18 and a run of three" (5-7-6, which rearranged would run 5-6-7). He pegs 3 points for the run of three. *B* then plays his last card, an eight, and calls, "Run of four and last card." He pegs 4 points for the run of four (5-6-7-8) and pegs an additional point for last card.

b. After the crib has been provided for:

Player *A* holds the ♦3, ♥2, ♣4, ♣3

Player *B* holds the ♠J, ♠5, ♦Q, ♥Q

B is dealer, so *A* plays first. He lays down a three, calling, "3." *B* lays down his jack, calling, "13" ($3 + 10$). *A* then plays his two, calling, "15—2" and pegging 2 points for 15 ($13 + 2$). *B* plays his five, calling, "20" ($15 + 5$). *A* lays down his four, calling, "24" ($20 + 4$). *B* says, "Go." *A* plays his other three, calling, "27 and a run of four" (3, J, 2, 5, 4, 3), pegs 4 points for the run of four and an additional point for coming closest to 31. The cards played are turned over.

B plays one queen, and since *A* has no more cards, *B* plays his other queen calling, "Pair and last card" (Q and

Q). He pegs 2 points for the pair and an additional point for last card.

When all the cards have been played from both hands, nondealer then turns up the 4 cards he played and counts out his hand first. This is known as “showing,” and the count is made according to the table below. Nondealer always shows first and if he counts out enough points to peg game (61 points), he wins, even though dealer can count out an equal or higher total.

15
Showing

The starter (see Sec. 7 above) is considered by both players to be a part of their hands—as a fifth card—and is figured in by each in making up scoring combinations.

After nondealer has shown and pegged his scores, it is dealer’s turn to do so. After he has counted his hand, he turns up the crib (see Sec. 6 above) and pegs the score for it, also figuring the starter as a fifth card. If the 4 cards in the crib are of the same suit, they do *not* count as a flush. But if they are all of the same suit and the starter is also in the same suit, it counts as a 5-card flush.

Cards of the crib and hand may not be combined to make scores.

COMBINATIONS THAT SCORE POINTS WHEN SHOWING

16
The Count
When
Showing

	<i>Points</i>
For a pair.....	2
For three of a kind.....	6
For four of a kind.....	12
For runs of three or more.....	1 (for each card)
For 15.....	2
For jack of the same suit as the starter (known as “his nobs”)	1
For a 4-card flush (except in the crib).....	4
For a 5-card flush.....	5

Notes on the Scoring Table:

a. His nobs is the jack of the same suit as the starter. If the starter is a jack, there is no his nobs and dealer scores it as his heels (see Sec. 7 above).

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b. 15 is scored when 2 or more cards are found in the hand (or by combining the starter) whose total is exactly 15. The same card, or cards, may be used in more than one combination to count 15, just so long as at least 1 fresh card is involved in each count.

c. A flush is all 4 cards of the hand in the same suit or 4 cards of the hand with the starter in the same suit. A combination may be scored as a flush and a run at the same time. (Flushes are not counted during play.) His nobs may also be counted as part of a flush (unless players agree beforehand not to permit it).

d. A card, or cards, used in one combination may also be used for another scoring combination.

17 Suggestions for Counting

Suppose a player held a hand such as the ♠6, ♦4, ♣4, ♦6 (after the crib has been laid out). The starter is the ♥5.

This is a fine hand with many scoring combinations. The best way to find all the possible scores in this or any other hand is to look for combinations in a certain order.

a. First look for possible 15's. There are four in this hand: ♠6, ♥5, ♦4; ♠6, ♥5, ♣4; ♦6, ♥5, ♦4; ♦6, ♥5, ♣4. These are announced as "15—2, 4, 6, 8."

b. Next look for pairs. There are two in this hand. ♠6 and ♦6 and ♦4 and ♣4. They are worth 4 points together. The announcement then would be (adding 4 to the previous total), "Two pairs for 12."

c. The last combination that can be found would be four runs of three worth 12 points. These runs are exactly the same combinations that were scored for the fifteens in *a* above.

The complete announcement then would be, "15—2, 4, 6 and 8; two pairs for 12; and four runs of three for 24."

The player would peg 24 points altogether in showing this hand additional to any points previously made in play.

18 Special Combi- nations

Certain types of combinations are instantly recognized by experienced players as having a multiple count. These combinations may in some instances also have 31 or 15 counts in addition to the values given below.

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This is a 4-card sequence in which 1 card is paired, such as king, queen, jack, jack. It is worth 8 points (2 for pair and 6 for two runs of three).

*Double Run
of Three*

This is a 4-card sequence in which one card is paired, such as king, queen, jack, ten, ten. It is worth 10 points (2 for a pair and 8 for two runs of four).

*Double Run
of Four*

This is a 3-card sequence, one card of which is also a member of three of a kind, such as king, queen, jack, jack, jack. It is worth 15 points (6 for three of a kind and 9 for three runs of three).

Triple Run

This is a 3-card sequence with two sets of pairs. It is worth 16 points (4 for two pairs and 12 for four runs of three). Note that the hand given as an example in Sec. 17 is also of this type.

*Quadruple
Run*

Game is 61 points, known as "once around" (the cribbage board). The one who first pegs that score is the winner, even if opponent is waiting his turn to peg or if there are additional cards to play.

**19
Game**

Game may also be 121 points if players agree. This is known as "twice around."

Many play that if one player reaches 61 before the other pegs 31—before he has "turned the corner"—the winner scores for two games. This is known as a "lurch." In the 121-point game a player would be "left in the lurch" if he failed to reach 91 before his opponent won game.

In stakes play, the pay-off is so much per game plus so much per point in the difference between scores.

By referring to Sec. 15, 16 and 17, the inexperienced player may figure out for himself how each count is arrived at.

In practically all the hands as shown in the table on page 258, a special combination will be found along with fifteens and other scores.

**20
Table of
Cribbage
Counts**

It is impossible to count out to 19, 25, 26 or 27. The best possible count is 29. A hand having a count of 10 or better is considered a good hand.

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<i>Hand</i>	<i>Peg</i>	<i>Hand</i>	<i>Peg</i>
A-4-4-4-10	12	7-7-7-8-8	20
A-A-7-7-8	12	7-8-8-8-8	20
2-6-6-7-7	12	7-8-8-9-9	20
A-A-6-7-7	12	3-3-6-6-6	20
A-A-6-7-8	13	4-4-4-7-7	20
A-4-4-HN-4	13	3-3-4-5-5	20
3-3-6-6-9	14	7-7-7-A-A	20
4-4-7-7-7	14	3-4-4-4-4	20
(F)4-5-6-Q-K	14	4-4-4-5-6	21
A-2-3-3-3	15	4-5-6-6-6	21
A-A-2-2-3	16	5-5-HN-J-J	21
2-6-7-7-8	16	3-3-3-4-5	21
6-7-8-9-9	16	7-7-7-8-9	21
3-4-4-5-5	16	5-5-5-10-10	22
2-2-3-3-4	16	5-5-5-HN-J	23
5-5-10-J-Q	17	5-5-5-4-6	23
3-4-4-4-5	17	1-7-7-7-7	24
2-3-4-4-4	17	4-4-4-4-7	24
2-3-3-3-4	17	3-3-3-3-9	24
3-3-3-6-6	18	4-5-5-6-6	24
5-5-10-HN-Q	18	3-6-6-6-6	24
3-3-4-4-5	20	4-4-5-6-6	24
6-6-9-9-9	20	7-7-8-8-9	24
6-9-9-9-9	20	5-5-5-5-10	28
6-6-7-7-8	20	5-HN-5-5-5	29

HN—His nobs.
F—Flush.

21
Muggins

Some players still enforce the old rule of “muggins,” which is that a player may announce “muggins” and score for himself any points opponent overlooks.

22
Additional
Terms

Besides those mentioned in the description of the game here are some additional terms used in cribbage.

- TENTH CARD: Any card which counts 10.
- I HAVE NINETEEN: A rueful remark made by a player who has pegged no points in the deal (19 is an impossible score).
- PLAYING ON: When a player lays down a card that is likely to give opponent a score in the hope of making a better score himself.

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PLAYING OFF: Playing cards that will not give an opponent a chance to score.

CLOSE CARDS: Cards that are likely to form runs.

WIDE CARDS: Cards that will not form runs.

BALK: Playing a card that will make it difficult for opponent to get a score.

PROIL: Pairs royal.

DEPROIL: Double pairs royal.

In making discards for the crib a player is naturally guided by whether he is dealer or not. If he is dealer, he will try to place cards in the crib which will help him later when showing, such as a pair or a 15 combination or 2 cards which might form a run.

A seven and eight are generally considered the best cards for dealer to put into the crib, since besides forming a 15 combination, they may also form a run with opponent's discards.

Nondealer will try to place in the crib cards that are not likely to help the dealer. A face card and an ace are supposed to be the best cards for this purpose (balking).

In making his first lead, nondealer should generally avoid playing a five, because there are more cards of 10 value in the game than any others and opponent is likely to score for a 15 immediately. The lead of a "tenth" card is not considered a good lead either. The safest lead generally is a four. Before making his play, a player should try to anticipate what opponent may do.

Generally it is considered wise to play safe when ahead and to take as many chances as possible when behind, even at the risk of increasing opponent's score.

If it is agreed to penalize for irregularities, the standard penalty is 2 points pegged by nonoffender.

The following are misdeals:

- a. If the deck has not been cut prior to dealing.
- b. If a card is exposed in dealing.
- c. If any card is found faced in the deck.

23

*Some
Suggestions
for Play
In Dis-
carding for
the Crib*

In the Play

24

*Additional
Rules
In Dealing*

CRIBBAGE

d. If either player receives too many or too few cards in the deal.

e. If the deck is found to be imperfect.

In *a*, *b* and *c*, nondealer may decide before looking at his hand whether he wishes a new deal.

In *d*, if dealer has an incorrect number of cards, nondealer may decide whether there is to be a new deal or not. If he allows the deal to stand, he draws any excess card, or cards, dealer has and places them on top of the deck under the starter—looking at them only if dealer has done so. If dealer has too few cards, he supplies the deficiency from the top of the deck but does not include the starter.

If nondealer has an incorrect number of cards, he can say whether or not there is to be a new deal. If he allows the deal to stand, he takes any excess cards and places them back on the top of the deck. If he has too few cards, he asks dealer to supply the deficiency from the top of the deck, but not including the starter.

In *e*, there must be a new deal by the same dealer. However, all previous scores stand.

In *a* through *d*, if nondealer requests a new deal, he may, if he chooses, require dealer to deal again.

A deal out of turn may be stopped before nondealer has looked at his cards. He may peg 2 points for the penalty, and the deal reverts to him. But if nondealer has looked at his cards, the deal out of turn stands.

In Laying Out for the Crib

Cards laid out for the crib may not be taken back again. If a player touches any such card already in the crib, opponent may peg a 2-point penalty.

If the crib is discovered to have too many cards, and if the error was due to either player's putting too many cards into the crib, the nonoffender may either demand a new deal or let the deal stand and peg a 2-point penalty. If dealer puts too many cards in the crib, he cannot count for the crib.

n Turning e Starter

If dealer turns up more than one card in turning for the starter, nondealer may choose which exposed card will be the starter.

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If a player is discovered to have too many cards or too few cards after the crib has been formed, his opponent pegs 2 points and may demand a new deal. If the deal is allowed to stand, the irregularity is corrected by drawing or adding cards. *In Play*

A card once played may not be picked up again unless it passes 31.

If a player announces "Go" when he was still able to play, opponent pegs 2 points and may require that cards be taken up back to the point before the irregularity occurred. The same penalty applies against a player who pegs for a go when he can still play.

If a player makes an incorrect announcement as to the point total of the cards played, it stands if opponent plays a card. It does not stand, however, if it is an incorrect 15 or 31 and opponent calls attention to it, even after playing a card.

If a player counts more points than he has, he may correct it if he has not pegged it. If he has pegged it, opponent may demand a correction and peg 2 points for the error. Some players allow nonoffender to peg all of offender's excess points.

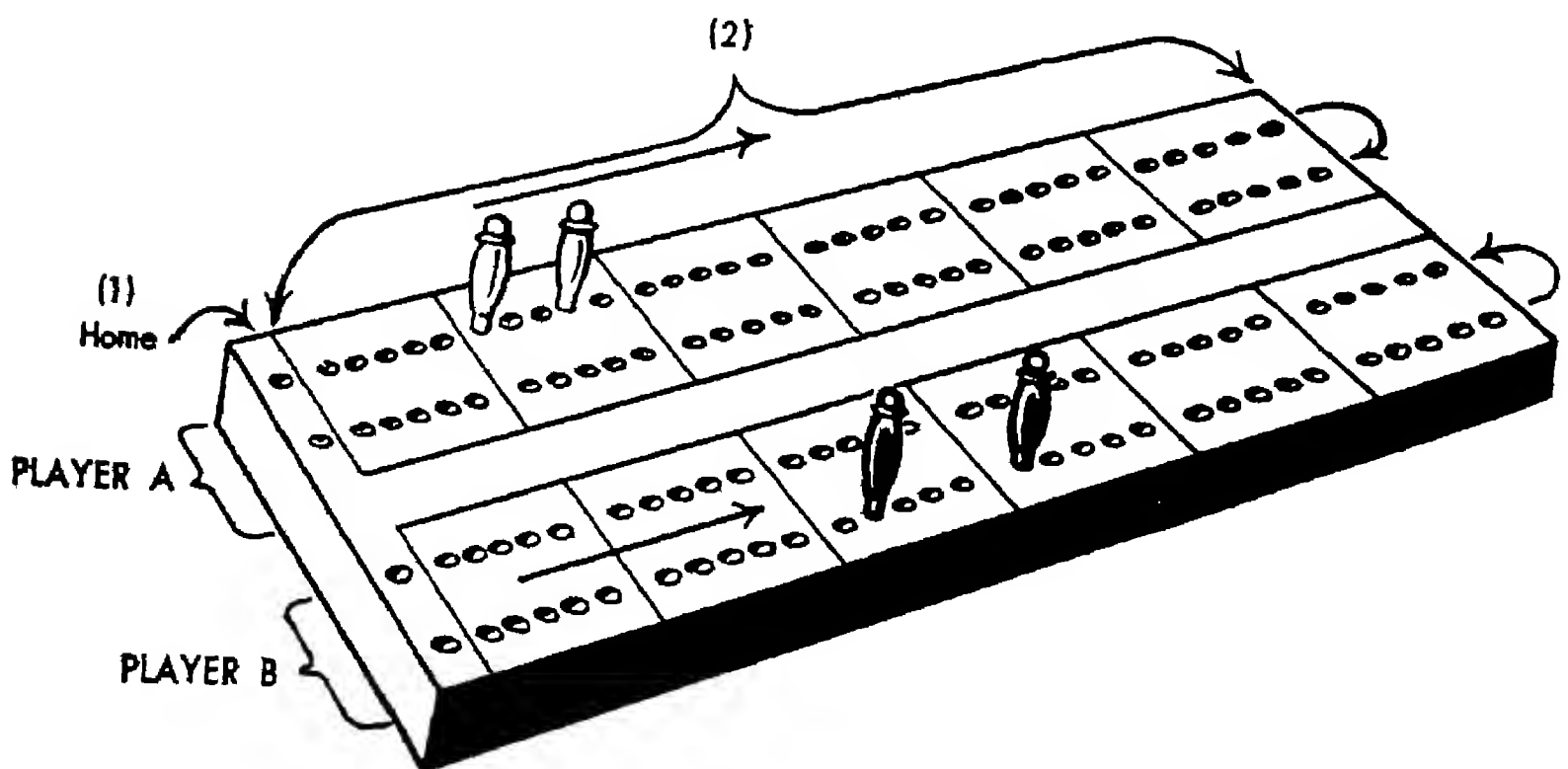
If the incorrect count is too low, it may not be corrected after having been pegged (see also Muggins, Sec. 21).

THE CRIBBAGE BOARD AND HOW TO USE IT

The cribbage board is placed between the two players so that each has a set of parallel holes to score on.

Each player has two pegs. They are usually of such size that if they are lost match sticks or other small pieces of wood can be used in their place. The pegs are usually black and white but often are of different colors.

At the beginning of the game the players' pegs are in the "home" or "game" holes (1). As a score is made, a player pegs it in the outside row (2) going toward the other end of the board away from the game hole or, as it is known, "down the board." When he reaches the last hole of the board, he pegs on the inside row of holes coming "up the board" back to the home hole, which is the sixty-first point. If 121 points is game, then the player does not return to the home hole but continues on to the outside row again when he comes home and goes "twice around."



Player *A*'s score is 9. Player *B*'s score is 16. Suppose player *A* scores 2 points. He would remove the rear peg from the 6 hole and place it in the 11 hole, leaving the peg in the 9 hole in its place until the next score.

A player uses his pegs alternately. He pegs points first with one; then pegs additional points with the other. He leaves the peg with which he made his last score in its hole and moves the rear peg forward for the new score.

THREE-HANDED CRIBBAGE

Players cut for deal, high cut dealing the first hand. The turn to deal passes to the left in subsequent hands.

Each player receives 5 cards, dealt 1 at a time per round and 1 card goes to the crib. Each player contributes a card to the crib so that every hand and the crib have 4 cards. The crib belongs to the dealer. Player at dealer's left cuts for the starter.

Score may be kept on a triangular cribbage board or on a three-way score card along the lines suggested for the two-handed game (see page 249).

The player at dealer's left plays the first card, after which the play goes in rotation to the left. Dealer counts and scores his hand last.

Otherwise, the play, scoring and rules are as in the two-handed game.

THREE-HANDED CUTTHROAT CRIBBAGE

In this game the three players cut cards and low card deals. The dealer deals cards 1 at a time to give each of the other players hands of 5 cards and himself a hand of 6 cards.

Dealer's opponents each discard 1 card, face down, which dealer puts in his hand. He then takes any 4 cards from his hand and lays them aside as his crib.

Player at dealer's left then cuts for the starter and follows this by leading the first card. Play then continues as in the regular game, except that both of dealer's oppo-

FOUR-HANDED CRIBBAGE

nents play as partners against him. The seating should be arranged so that the dealer plays last.

Scoring and rules are as in the regular game.

FOUR-HANDED CRIBBAGE

Two play as partners against two. A single cribbage board is used. One player of each side is delegated to keep score for his side, pegging for both. Partners of the scorers may not peg, but may advise.

To decide partners, all cut, the two high cuts playing against the two low. Highest cut is dealer, after which the deal passes in rotation to the left. If partners are set, one player cuts for each side, and high cut is dealer.

Each player is dealt 5 cards, 1 at a time per round. Each then lays out 1 card for the crib which belongs to dealer. Every hand thus has 4 cards.

Player at dealer's left cuts for the starter and makes the first lead. Play then proceeds in rotation to the left. Dealer counts and scores his hand last.

Otherwise, the play, scoring and rules are as in the two-handed game. Game is 121 points.

FIVE-CARD CRIBBAGE

In this game, which is an earlier form of cribbage for two, each player is dealt only 5 cards originally, 2 of which he discards to the crib. Each player thus has 3 cards in his hand and the crib has 4.

A starter is turned, and before play begins 3 points are pegged by nondealer to compensate for dealer's crib.

SOLITAIRE CRIBBAGE

When either player pegs exactly 31 or says "Go," the play ends. The players then show and peg their points after which there is a new deal.

The play, scoring and rules otherwise are as in the 6-card game.

SOLITAIRE CRIBBAGE

The player deals 3 cards to his hand, then 2 to the crib, then 3 more to his hand. Of the 6 cards in his hand he discards 2 to the crib. Then he cuts for the starter.

Game 1

There is no play and the hand is simply scored as in the regular game. After the hand has been scored, the starter is placed at the bottom of the deck. The process is then repeated until only 4 cards are left in the deck. These are turned face up and scored as a hand.

For competitive play each plays through a deck in the manner described. Then decks are exchanged and played in the same order. Scores are compared and highest is winner.

**Play for
Two**

In this variation, which begins as in Game 1 above, the cards played are put aside, and the next deal contains the starter of the preceding deal. The deck is gone through as described in Game 1.

Game 2

The object is to reach 91 points or 121 by going through the deck only once.

This is done in the manner described in Game 1.

**Play for
Two**

In this game the player tries to make a square of 16 cards, 4 cards in each row horizontally and vertically. After the first card is placed on the table, succeeding cards must be placed so that they touch another card either side to side or

Game 3

SOLITAIRE CRIBBAGE

corner to corner. After the square has been laid out, the next card is turned as a starter.

The object is to lay out the cards so that they will make the best total score horizontally and vertically, figuring in the starter as the extra card for each row.

A player can lay out three squares and three starters to a deck, 51 cards altogether. If he wishes, he can retain the order of the squares, placing the cards back in the deck in the order played and going through it again to see if he can improve his score.

Game 4 In this game the player deals 2 cards to his hand, 1 to the crib, then 2 to his hand, 1 to the crib, and 2 more to his hand. He then discards 2 from his hand to the crib and turns up a starter.

He then leads 1 card at a time, scoring as in the regular game for all points including any go, after which he counts the hand and pegs for it.

The starter is placed at the bottom of the deck, and a new hand played and counted as described above.

Game is 120 points—player winning if he reaches it in going through the deck once.

Two may play competitively, each going through his own deck and then exchanging decks. After finishing, scores are compared.

EUCHRE AND RELATED GAMES

♥ ♦ ♣ ♠
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EUCHRE

The euchre group of card games is one of the largest. Euchre in its many variations has long been considered eminently respectable and has held its place as the leading family game until whist and its popular offspring bridge began to overshadow it shortly after the turn of this century. It gave to the language the word "euchre," meaning to defeat in a scheme. The description that follows is of the standard partnership game.

¹ The Players

Four play, two against two as partners.

² The Cards

a. A 32-card deck is used, made up by stripping out all cards below the seven from a standard 52-card deck.

b. In a suit that is not trump the cards rank as follows: ace (high), down through king, queen, jack, ten, nine, eight, seven (low)..

c. In a suit that is trump the ranking is as follows: jack of trumps, highest; jack of the other suit of the same color, next highest; then follow ace, king, queen, ten, nine, eight, seven.

Example: If diamonds were the trump suit, the rank of trumps would be ♦J, ♥J, ♦A, ♦K, ♦Q, ♦10, ♦9, ♦8, ♦7. In the heart suit (the same color) the ten would follow the queen. The other suits would retain their rank.

d. The jack of trumps is known as the "right bower," and the jack of the other suit of same color is known as the "left bower."

24-card Deck

e. Many players strip out all cards below the nine, leaving a 24-card deck for play. The rank of the remaining cards is the same as described above, and there is usually no change in the number of cards dealt.

EUCHRE

Players cut, the two highest cards playing as partners against the two lowest cards. (Ace is lowest card in cutting.) The player who draws the highest card is the dealer. If two tie for high in the cut, they cut over again.

The deal passes to the next player at the left after every hand.

Dealer has choice of seats, and his partner sits opposite him. Highest cut of opponents sits at his left.

Any player may shuffle the cards, dealer last. Right-hand opponent cuts the cards and must leave at least 4 cards in each portion of the deck. Dealer completes the cut and serves cards beginning with the player at his left and going in clockwise rotation. He deals 2 cards at a time per round to each player and then 3 at a time per round to give each a hand of 5 cards. Or, he may deal 3 around the first time and then 2 around.

The next card (twenty-first) is turned face up on top of the remainder of the deck.

To make a favorable trump and to win 3 tricks in play with that suit as trump; or, as opponents of the trump maker, to prevent the 3 tricks from being made and so score a "euchre."

Opponent at the dealer's left—also known as "eldest hand"—has the first say. He may do one of the following three things:

a. He may order up the trump, *i.e.*, he accepts the suit of the turned card as trump. He does so by saying, "I order it up" or simply "Order." In doing so he obligates his side to win at least 3 tricks in the play that will follow. There is no further bidding after the declaration. A player is not required to have any cards in the suit he makes trump.

b. If he feels he can win all 3 tricks playing by himself and with no help from his partner, he says, "I'll play it alone," or "I'll order it alone," or just "Alone." In making this declaration he also accepts the suit of the turned-up card as trump. There is no further bidding after this declaration, and play begins.

3
The Deal

4
Objects of
the Game

5
Making the
Trump on
the First
Round

EUCHRE

c. If he makes neither of the above announcements, he must pass. He says, "I pass," or "Pass."

If the first player passes, the turn then goes to the player at his left (dealer's partner). He, too, may make one of the declarations as in *a*, *b* or *c*. But instead of saying "Order," he says, "I assist," or "Assist."

If dealer's partner passes, the turn then goes to the opponent at his left, also known as "pone." He, too, may make any one of the declarations as in *a*, *b* or *c*.

If the third player also passes, it is finally dealer's turn to order (usually called "picking it up"), play it alone or pass. If dealer orders up the trump, he usually says, "I take it up," or "I'll pick it up."

If anyone makes the trump, the dealer may discard any card from his hand and replace it with the turned-up card. Only the dealer has the privilege of making the exchange, and he does so, regardless of who made the trump. The dealer turns his discard face down under the deck. Though most players permit the dealer to make the exchange as soon as trump has been made, many follow a custom that dealer is not permitted to pick up the turned-up card until he is ready to play it to a trick. He is required, however, to make his discard at once.

6 Changing the Trump

If all players pass in the first round (declining the turned-up card as trump), there follows a second round during which there will be a chance to make some other trump suit. But before this round begins the dealer takes the turned-up card and places it face up under the deck in such a manner that it can be seen. The suit of this card can no longer be named as trump. The suit is said to have been "turned down." Many players permit the dealer to turn the card face down on top of the deck instead of exposing it underneath.

Opponent at dealer's left again has the first turn. He may do one of the following three things:

a. He may name any new suit as trump. If he does so he obligates his side to win at least 3 tricks in the play with that suit as trump. If he names a suit which is of the same

color as the card originally turned up, it is known as "making it next," and he may say, "I make it next." If he names a suit of different color, it is known as "crossing." He may say, "I cross to [naming the suit]."

If he names a trump, there is no further bidding after the declaration, and play begins.

b. He may announce that he is playing alone as he names the trump if he feels he can win all 5 tricks with no help from his partner. He does this by announcing, "I'll play it alone in [naming the suit]," or simply, "Alone in [naming the suit]." There is no further bidding after this declaration.

c. If he makes neither of the above announcements, he must pass.

d. The turn then goes to the left until some player makes the trump, after which play begins.

e. If all pass again in the second round, the hands are thrown in, and there is a deal for a new game by the player next to the left.

If a player announces that he is playing alone, his partner must lay his hand face down and may not participate in the play.

7
Playing
It Alone

If partner of dealer is playing alone, dealer does not exchange for the trump card but leaves it face up on the table.

Regardless of who makes the trump, the opponent at dealer's left makes the first lead. The only exception is when this opponent is out of play because his partner is playing it alone. In this case dealer's partner makes the first lead.

8
The Play

Each player in turn to the left must play a card of the same suit as the lead—follow suit—if he is able to do so. A trick consists of 1 card played by each player.

The winner of a trick gathers the cards and places them face down in a common trick pile kept by one player of the partnership. Subsequent tricks are placed in such a manner that they can easily be counted. The winner of one trick leads to the next, and play continues until all 5 tricks have been played.

EUCHRE

9

Scoring

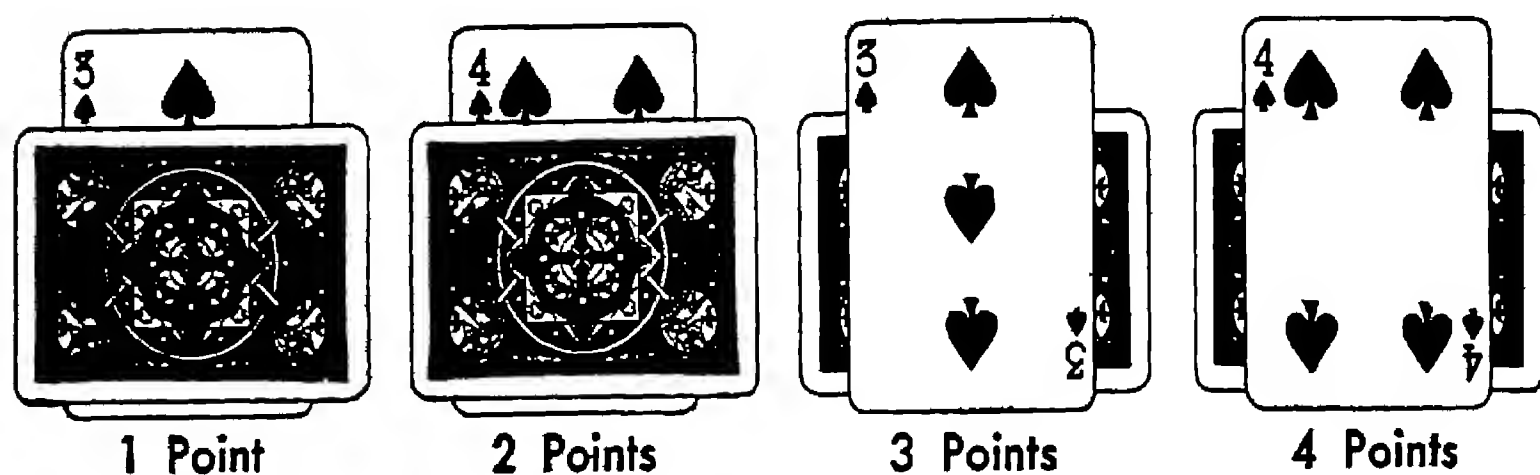
When play is over, the result is scored, according to the following (the player who made the trump will be referred to as the bidder): If the bidder playing with his partner or alone wins 3 or 4 tricks, his side scores 1 point, known as "making the point."

If the bidder's side wins all 5 tricks, it scores 2 points, known as a "march."

If the bidder playing alone wins all 5 tricks, his side scores 4 points.

If the bidder's side fails to win at least 3 tricks, the side is "euchred" and opponents score 2 points. But some players charge a bidder who is playing alone 4 points if he is "euchred."

Conventionally, euchre scores are kept in the following manner:



A three and a four are taken from the stripped part of the deck and used as markers. To show 1 point, the three is placed face up on the table in front of the player keeping score for his side. The four is placed face down on top of it covering all but one pip.

To show 2 points, the four is placed face up and the three face down on top of it covering all but 2 pips. To show 3 points, the four is placed face down and the three face up on top of it. To show 4 points, the three is placed face down and the four face up on top of it.

However, a pencil-and-paper score may also be used for marking points. In any case, it is necessary to use a pencil-and-paper score for "game and rubber."

10

Game and Rubber

The side that reaches a score of 5 points wins "game."

If a rubber is to be played, the side that first wins two

EUCHRE

games is the winner of the rubber. For winning a game by a score of 5 to 0, the winning side scores 3 extra points toward rubber. This is known as a "treble" or "triple." For winning a game by a score of 5 to 1 or 5 to 2, the winning side scores 2 extra points toward rubber. For winning a game by a score of 5 to 3 or 5 to 4, the winning side scores 1 extra point toward rubber.

The side that wins rubber (two games) adds 2 points to its total score. Opponents' score (if any) is subtracted and the difference is the net winning margin in the rubber.

When a side is leading in the game at 4-0, 4-1 or 4-2, it is said to be "at the bridge."

If it is decided not to play rubbers, then games may be set at 5, 7 or 10 points, with settlement, if stakes are played, being made after each game.

*Point
Games*

Each side starts with the same number of chips. Each time a side scores, it places a chip in the pot for each point. If a side is "euchred," it takes back 2 chips from the pot. The side getting rid of all chips first is the winner.

*Chip
Games and
Setback*

A similar arrangement can be worked out with pencil and paper. In this case, each side starts with the same number of points, the idea being to lose them all. Each time a side is euchred, 2 points are added to its score while opponents score nothing. The points a side makes in play are deducted from its score.

If any of the following occurs, there is a new deal by the player next in turn:

- a. If too many or too few cards are dealt to a player.
- b. If the deck has not been cut and it is discovered before the trump card is turned and before player claiming a misdeal has looked at any of his cards.

11
*Additional
Rules
In the Deal*

If any of the following happens, there is a new deal by the same dealer:

- a. A card is exposed in the deal.
- b. A card is found faced in dealing unless it is the card to be turned.
- c. The deck is discovered to be imperfect.

EUCHRE

In naming the Trump

Once a player has named trump, he may not change the suit. If a player names a trump suit after it has been turned down or names a trump out of turn, he loses his bidding turn, as does his partner.

In Playing Alone

When a player decides to play alone, his partner may not play alone in his stead. When a player plays alone, neither one of his opponents may decide to play alone against him. Either of the foregoing may be abrogated only upon prior agreement.

If the partner of a lone-hand player exposes any of his own cards, opponents may force him to play with partner if they decide to cancel the lone-hand bid.

Irregular Hands

If a player is discovered to hold too many cards during play, he cannot count any points in that deal.

Exposed Cards and Playing out of Turn

A card is considered exposed in the following circumstances:

- a. If it is faced except in making a play.
- b. If it is named by a player in someone else's hand.
- c. If a player plays more than 1 card to a trick. (Opponent decides which card is to be played.)
- d. If a player leads out of turn. If all play to the trick, it stands. Otherwise, only the card of the player who led is considered exposed. Should it be the turn of offender's partner to lead, opponent may call for the lead of some other suit.
- e. If a player plays out of turn. The opponents can force him to withdraw the card. The card played out of turn is treated as an exposed card.

An exposed card must be left face up until either opponent of the offender demands it be played to a trick. It may not be called by opponents if playing it would cause a revoke.

Rules on exposed cards are not enforced in the two-handed game or against a lone-hand player. If opponent of a lone-hand player exposes a card, the lone-hand player takes all the rest of the tricks.

EUCHRE FOR TWO HANDS

If a player revokes, *i.e.*, fails to follow suit when able to, he may correct the error before the trick is turned. The incorrectly played card is considered exposed (see above). Except for partner, the players who follow in turn may change the cards they played, which are not considered exposed.

Revoke

But if the trick in which a player has revoked is already turned down by the winner, or if the offender or his partner has already played to the following trick, the revoke stands. Opponents of the offender score 2 points, or 2 points may be taken off offender's score. There is no further play in a hand after an established revoke.

If there are revokes by both sides, no penalties are scored. There is a new deal.

Dealer's discard is not considered completed until he has placed his own card under the deck. He may change his mind any time before that. But once he has made the exchange, it must stand. If players allow dealer to pick up the trump card before his turn to play comes, they may ask only what the trump suit is, but they may not ask the denomination of the card.

**Dealer's
Exchange**

EUCHRE FOR TWO HANDS

Either the regular or 24-card deck as described in Sec. 2 of four-handed euchre may be used, but most players prefer the latter.

The players cut for deal, high card dealing the first hand. Each player is dealt 5 cards in the same manner as described in Sec. 3 of the four-handed game.

The eleventh card is turned up for the bidding in the first round. Nondealer has the first say. Declarations, play and scoring are as in the four-handed game.

Nondealer leads to the first trick, and a trick consists of 2 cards.

JOKER EUCHRE

In this variation, which may be used with any euchre game, the joker is the highest trump, ranking ahead of the right bower, and is considered to be of the same suit.

If the joker happens to be turned up for trump, then the suit of the card beneath it is considered the trump. Or it may be decided beforehand what the suit of a joker shall be if it is turned up for trump.

EUCHRE FOR THREE HANDS

(Also known as cutthroat euchre)

In this game the player who makes trump plays against the other two, who keep their tricks together as partners.

In scoring, 2 points are taken off the score of a player who is euchred, instead of giving his opponents 2 points each. If a euchred player does not have 2 points in his score, he is scored as minus and must make up his minus before getting a plus score.

Otherwise, the play is as in the four-handed game.

WIDOW EUCHRE

Game 1 In this variation 5-card hands are dealt to each player, and 2 cards are dealt face down for the widow. The player who makes the trump also picks up the widow without showing it to the others and discards 2 cards face down in place of it. Each plays for himself.

JACKPOT EUCHRE

In this game a 5-card widow is dealt as an extra hand face down. The player who makes the trump may look at the widow and decide which hand he will keep. Each plays for himself.

Game 2

In this game a 5-card widow is dealt as an extra hand face down. Any player may exchange his hand for the widow, or he may exchange his hand in turn for that of a hand laid down in place of the widow.

Game 3

After all players have had a chance to exchange or hold on to their hands, the making of the trump begins. The dealer does not exchange for the turned-up trump. Each plays for himself.

JACKPOT EUCHRE

This variation may be played by four, five or six players, each for himself. If four play, the 24-card deck is used; the 28-card deck for five players; the 32-card deck for six players. The joker is added to the deck and ranks as the highest trump ahead of the right bower.

Each player puts a chip into the pool before the deal. The deal and turning of trump are as in the regular game. If the joker happens to be turned for trump, then the suit of the card underneath it is considered as the turned-up suit. Or, it may be decided beforehand what suit the joker shall represent if it is turned up.

Making the trump and the play are as in the regular game. But the one who makes trump is not required to take 3 tricks. He simply has the advantage of deciding a favorable trump suit. But any player must take in at least 1 trick or pay a chip to the pool. Each player scores 1 point for each trick he takes in play. The player who first reaches a score of 12 wins all the chips in the pool. But any time a player takes all 5 tricks, he collects the entire pool, regardless of what his score is at the time. A new game is then begun.

RAILROAD EUCHRE

The 24-card deck described in Sec. 2 of the regular game (page 268) is used, and a joker is added. The joker is the highest trump, ranking ahead of the right bower. The suit of the joker, if it should happen to be the turned-up card, may be agreed on beforehand, but it is usually set as spades.

Four play in the game, two as partners against two, and the cut and deal are as described in Sec. 3 of the regular four-handed game.

Play is also as described in the regular game, the only difference being in the manner of playing alone.

Playing Alone

a. A player who announces that he will play alone may "call for his partner's best." He does this by passing any card from his hand face down across the table to his partner and receiving a card in exchange, also face down. Neither he nor his partner may look at the other's passed card before passing his own. The lone player is not permitted to recall the exchange or make another.

b. If it is the dealer who is playing alone, he has a chance to make another discard after receiving partner's card, exchanging a card for the turned-up trump. If he chooses, the card he exchanges may be the one passed to him by partner.

c. A lone player may be opposed by either one of his opponents, also playing alone against him. The lone opponent must make the announcement. After he does so, he calls for partner's best, and the exchange is made in the manner described in *a* above.

The opponents of a lone hand that is euchred score 4 points. Otherwise, the scoring is the same as in the regular game.

Aside from the exceptions noted, the rules of the regular game apply.

RAILROAD EUCHRE

(Variations)

Though the following variations are mainly associated with railroad euchre, many players use some of these with other euchre games.

Points in excess of those needed to win game are carried over and counted as part of the next game. **Laps**

If a side reaches game with the other side having no score, the winners score for two games. **Slams**

If a player decides to play a lone hand "pat," *i.e.*, without exchanging with his partner or exchanging for the turned-up card if he is dealer, he scores 5 points if he wins all 5 tricks ("march"). If he fails to win all 5 tricks, his opponents score 1 point. If he is euchred, opponents score 3 points. When a player announces that he is playing a pat hand, neither opponent may play alone against him. **Pat Hand**

If a lone-hand player announces "Jambone," neither opponent may play against him alone. He must place his hand face up on the table. Whenever his turn to lead comes, the opponent at his left may call the card for him to play. Whenever it is lone hand's turn to play to a trick, opponent at his right may call the card for him to play. **Jambone**

Opponents, however, may not advise each other, nor may they force the lone-hand player to make an illegal play.

If the lone-hand player succeeds in taking all 5 tricks, he scores 8 points. If he wins 3 or 4 tricks, he scores 1 point. If he is euchred, opponents score 2 points.

If the player who made trump holds the 5 highest trumps ("jamboree"), he may show them immediately and score 16 points. The hand is not played out. This applies only to the player who made trump. **Jamboree**

CALL-ACE EUCHRE

The dealer may use the turned-up card to complete a jamboree if he was the maker of trump. The needed card may also be received in an exchange with partner, but in this case, many players score the jamboree as only 12 points.

CALL-ACE EUCHRE

In this variation from three to six may play. For three or four players, the 24-card deck is used (all cards below the nine being stripped out). If five play, it is usual to play with a 28-card deck (stripping out all cards below the eight). If six play, the regular 32-card euchre deck is used.

Each scores for himself. The player who makes the trump may acquire a partner in the following manner: He calls for the ace of any suit not trump. He does so by saying, "I call for the ace of [naming the suit]." The player who holds that card becomes his partner but does not announce it. It is eventually disclosed in play. However, the ace may be in the undealt portion of the deck, in which case the player is on his own. Or, if he plans to play alone, he may disguise his intention by calling for an ace he himself holds. If he holds no ace, he may simply announce he is playing alone.

Many play that if a player calls for an ace and that ace has not been dealt, the player who holds the highest dealt card in that suit becomes the caller's partner. The identity of the partner may sometimes not become apparent until the last trick of the hand is played.

But whichever method is used, the caller and his partner score 1 point each if they win 3 or 4 tricks in play. If they are euchred, each other player scores 2 points.

If a partnership takes all the tricks, each partner scores 2 points when there are three or four players in the game, and 3 points when there are more than four in the game.

A lone hand scores 1 point for taking three or four tricks. For taking all tricks, a lone hand scores 1 point for each player. If a lone hand is euchred, opponents score 2 points each.

AUCTION EUCHRE

(For five hands)

The 28-card deck is used, made up by stripping out all cards below the eight from a regular deck. The rank of the cards is as in the regular game.

1
The Cards

Each player gets 5 cards in the deal served as in the regular game, dealer being decided by a high-card cut. The 3 extra cards are dealt face down for a widow, and no card is turned up for trump. Some use the 32-card deck, in which case a 5-card widow is dealt, and 2 cards remain out of play.

2
The Deal

Each player in turn to the left, beginning at dealer's left, makes a bid naming the number of tricks he proposes to take and the suit that he wishes to make trump. Each gets only one bid and may make it as high as he likes. No bid may be made for less than 3 tricks, and no bid can be for more than 5 tricks, except lone-hand bids (see Sec. 7 below).

3
The Bidding

If all players pass, there is a new deal.

The turn to deal in subsequent hands passes to the left.

The successful bidder takes the widow and may exchange any or all of the cards in it for an equal number from his hand. He does not show the cards of the widow or those he exchanges.

4
The Widow

If a player makes a bid of three, he must select one partner. He does this by naming ("calling") a certain card. The holder of this card becomes his partner but does not reveal the fact. The partner is identified only when the called card is played to a trick.

5
Taking a
Partner

If a player makes a bid of four or five, he selects two partners, naming 2 cards according to the method described above.

AUCTION EUCHRE

However, some play that regardless of the amount of the bid—three, four, or five—a player selects only one partner.

6
The Play The play is as in regular euchre, the lead being made by the player at dealer's left. However, some players permit the successful bidder to make the first lead. Some require him to lead trump.

7
Lone-hand Bids If a player wishes to play a lone hand, he signifies this by making a bid of 8 or 15. This means he proposes to take all 5 tricks by himself and without a partner. With a bid of 8, the lone-hand player uses the widow (as in Sec. 4 above). With a bid of 15, the lone-hand player does not use the widow.

Some play the lone-hand bid as 7 instead of 8.

8
Scoring If the bidder's side fulfills its bid, then each player of the team scores 1 point for each trick of the bid. They do not score for extra tricks made above the bid.

If the bid is not fulfilled, each opponent scores the amount of the bid. Or the setback method of scoring may be used (see Sec. 10, page 273).

If the lone hand fulfills his contract, he scores the amount of his bid. If he fails, opponents each score 5 points. But some penalize him the entire amount of his bid.

Game is 21 or 25 with the first player reaching that total the winner. If more than one player reaches "game" in one deal, the one with the highest total wins.

AUCTION EUCHRE

(For six hands)

This is played with the regular 32-card deck. Or, some prefer to play with a 36-card deck (stripping out all cards below the six).

AUCTION EUCHRE

With a 32-card deck only a 2-card widow can be dealt. With the 36-card deck a 6-card widow may be dealt.

Each player receives a hand of 5 cards, and three play as partners against the other three, partners sitting alternately around the table. Partners are decided by cutting, the 3 high cards playing against the 3 low ones. The highest card is dealer. The widow is used as in Sec. 4, page 281.

There is usually no deciding of partners by calling, as in the five-handed game, but play otherwise is as in that game. Partners score as a side. Some players, however, prefer an individual game with no fixed partnerships. In that case the procedure in selecting partners is as described in Sec. 5, page 281.

AUCTION EUCHRE

(For seven hands)

This game is played with the full 52-card deck with a joker added. The cards rank from ace (high) to deuce (low), but with trump suit ranking as in euchre. The joker is the highest trump followed by the right bower and the left bower.

The Cards

Each player receives 7 cards in the deal, dealt 4 at a time, then 3 or, alternately, 3 at a time and then 2 and 2. The 4 extra cards are placed face down as a widow, and no card is turned for trump. The widow is used as in Sec. 4, page 281.

The Deal and the Widow

The bidding procedure is as in the five-handed game (see Secs. 3 and 7, pages 281 and 282), but 7 is the highest bid that can be made, except for lone-hand bids. Partners are selected as described in Sec. 5, page 281, and the same rules of play apply as in the five-handed game.

The Bidding and Partners

PROGRESSIVE EUCHRE

This is a competitive form of euchre for any number of pairs of ladies and gentlemen. Enough tables are set up to accommodate the players and numbered from 1, known as the "head table," down to the last table, known as the "foot or booby table."

ASSIGNING POSITIONS

The positions at the tables are assigned at the start by the hostess or director, but tally cards may also be used. Besides having space for scores, tally cards may be marked with the assigned chair position of a player. It is usual to have different-colored tallies for the ladies and gentlemen.

THE PLAY AND SCORING

The lady opponents at each table cut for deal for the first round. After that the lady who has just come to the table ("visiting lady") deals. The games at all tables begin at a signal, such as the tapping of a bell. Play continues until a game has been scored by one side (usually 5 points, though 7 may be decided upon) at the head table. A bell is then tapped at the head table, and play stops instantly at all tables. All points made up to that signal are scored on the tally. Another method is to provide each table with a bell and set a certain number of points as game. Then the pair at any table that reaches that score first taps the bell, and play ceases instantly. A third method is to set a certain number of deals for a round, usually four, each player dealing once. When the round is completed at the head table, a bell is tapped, and all play stops instantly. In any case, no table may score for more than one round of dealing.

PROGRESSING

The winning pair at each table (the side with the most points) moves to the next lowest numbered table, while the losers remain. At the head table, the winning pair remains, and the losers move on to the booby table, or

MILITARY EUCHRE

progression may be the other way around. The losers at a table exchange partners with the newcomers to the table. But if it is desired to retain partners, the same partners progress from table to table throughout. The East-West pair moves while the North-South pair remains at the table. There is a cut for deal after each change of tables.

DECIDING THE WINNER

Each player's score for every table played is entered on the individual tally card he or she carries, and at the conclusion of play the scores are totaled. The two players with the highest scores—one lady and one gentleman—each receive a first prize. Second prizes may also be given and a prize for lowest individual score ("booby prize").

Another method of deciding the winner may be used. In this method (used also in progressive hearts) gold stars are pasted on to the tally cards of the winners at the head table, red stars for winning at all other tables, and green stars for losing at the booby table. Players with the most gold stars are considered the winners, while the player with the most green stars wins the booby prize.

MILITARY EUCHRE

Each table at a progressive party has a number of identical flags.

East-West partners progress from table to table. A game of 5 points is played at each table, but no lone-hand bids may be made.

If an East-West pair wins at any table, it collects a flag. If it loses, it does not get a flag. When all tables have been visited by the East-West pairs and they have returned to their home table with captured flags, the table that has the greatest number of flags—their own plus captured ones—is the winner.

FIVE HUNDRED



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FIVE HUNDRED

The game of five hundred, while considered basically a member of the euchre family, has some points in common with bridge and whist. It also includes an important feature similar to one in auction pinochle—a 3-card widow for the successful bidder. The game for three hands is the most popular form.

1 The Players

For three hands.

2 The Cards

The 32-card euchre deck, made up by stripping out all cards below the seven from the standard 52-card deck, is generally used. A joker is added and is the highest trump of the deck. It is also known as the “best bower.” The function of the joker is described below in Sec. 6. If no joker is available, the deuce of spades may be used instead.

The rank of the other cards is exactly as described in Sec. 2 of euchre, page 268, except that bowers are not used in notrump bids.

3 The Deal

Players cut for the deal, and the player cutting the highest card is the dealer (joker being the highest card of all). If players tie for high in the cut, the highest ranking suit determines it. The dealing turn goes to the left.

After the cards have been shuffled by dealer and cut by the player at his right, dealer serves cards beginning with the player at his left. He deals 3 cards to each player at a time, then 3 cards face down on the table for a widow or blind to be used later in play. He then completes the deal, dealing 2 cards at a time, then 3 and finally 2 until each has a hand of 10 cards. Or, he may deal 4 cards at a time after the first round and finally 3, or any other variation. Thus the entire 33-card deck is dealt out.

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Some use the 52-card deck. In this case, a 5-card widow is usually dealt, and the remainder of the deck is put aside.

To be the highest bidder and win at least enough tricks in play to fulfill the contract, scoring points thereby.

4 Objects of the Game

As opponents of the highest bidder, to win enough tricks in play to defeat the contract. In any case, to take tricks since a score is made by opponents of the highest bidder, whether they defeat the bid or not.

The bidding begins with the player at dealer's left. He may make a bid or pass. If he bids, he must declare the number of tricks he contracts to win. He also names the suit that he wishes to make trump. Or, he may bid notrump which means there will be no trumps in that deal if he is the successful bidder.

5 The Bidding

A bid may not be made for less than 6 tricks. In bidding, the suits rank upward in the following order: spades (lowest), clubs, diamonds, hearts. But notrump is the highest of all, better than hearts.

The bidding turn goes to the left. Each player gets only *one* chance to make a bid. If he passes, he may not bid again. Each successive bid must be for a higher scoring value than the preceding one, according to the scoring tables, page 292. A player may not raise his own bid, even if all the others pass. Players make bids in this manner: 6 diamonds, 7 spades, 8 notrump, etc.

If all players pass, there is a new deal by the next player. Some play that when all hands pass, the hand is automatically played at notrump (see Sec. 12*a* below).

The player who made the highest bid picks up the widow without showing it to the others and takes it into his hand. He may discard any 3 cards in its place, and this discard may include any or all of the cards of the widow.

He then begins play by leading any card he wishes. He does not have to lead a trump.

6 The Play

Every player in turn to the left must also play a card to the trick. A complete trick consists of 3 cards. A player

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must play a card of the same suit as the card led, if he is able to. If he is not able to, he may play a trump. If he can neither follow suit nor trump, he may play any card. A player need not trump if he does not wish to; he may play any card instead.

A trick is won by the highest card of the suit led unless a trump is played to the trick. A trick containing trump cards is won by the highest trump played in it. In notrump play, there are no trumps except the joker (see Sec. 7 below).

The winner of a trick leads any card to the next trick, and play continues as described until 10 tricks in all have been played. Opponents of the successful bidder usually team up to defeat the contract though each player scores for himself and keeps the tricks that he won in his own trick pile.

7 The Joker

In trump play, the joker is considered the highest trump, no matter which suit is declared trump. Just as any other trump card, the joker may or may not be played at holder's discretion if he holds none of the suit led. In leading trump, the joker need not be the first trump led. A player may lead any other trump first and then may lead the joker to a subsequent trick. A player need not wait until he is out of all other trumps before leading the joker.

In notrump play, the joker is the *sole* trump and may be played to win a trick if a player has no more of the suit led. It may *not* be played to a trick as long as a player can follow suit. It does *not* have to be played if a player is out of the suit led. A player may not play the joker in any trick so long as he still has cards in the suit led. But when leading the joker, the holder, whether he is the highest bidder or not, may name it as any suit (so that it becomes the highest card in that suit), even if he still holds cards in that suit. But he may *not* specify which card is to be played to that trick by an opponent.

In "nullo" bids, the rules regarding the joker apply as in notrump (see Sec. 11 below).

8 Scoring

If the bidder wins at least the number of tricks he bid, he scores for the bid according to the tables below. There are

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no bonuses for extra tricks except when a player takes all 10 tricks. In that case, if his bid was for less than 250, he scores 250; but if it was for more, there is no extra score.

If a bidder fails to make at least the number of tricks he bid, he scores nothing for any tricks he won and is set back. The score of his contract is deducted from his previous point total. If the deduction exceeds the amount of the previous score, loser goes minus the difference. Being minus in a score is known as being "in the hole" and is indicated by drawing a circle around the minus score. A player must make up the minus before getting a plus score.

Opponents of the bidder score 10 points for each trick won by each individually, whether bidder fulfills his contract or not.

Any one of the tables on page 292 may be used, though at present the Avondale Schedule is most generally favored because it is the simplest for bidding and scoring purposes.

9
Scoring
Tables

First to reach +500 wins. If the bidder and another player reach 500 in the same deal, the bidder is the winner. If two players, neither of whom is the bidder, reach 500 in the same deal, the one who first takes the trick bringing him to 500 is the winner.

10
Game

As soon as 500 is reached by a player, play ends, but the winner is required to show his hand to prove he has committed no irregularity.

Many play that the winner adds a bonus to his total, usually 250 points.

If stakes are being played for, each player collects from a player with a lower score according to the difference between their scores.

Some play that the game ends if a player reaches -500 and that highest score is considered the winner.

If players agree beforehand, "nullo" bids may be used. In bidding a nullo, a player proposes to take no tricks at all in play for that deal. The point value of the bid is 250. The bidder leads to the first trick.

11
"Nullo"
Bids

If bidder takes 1 or more tricks, he is set back the value of his bid, 250 points, which is deducted from his score.

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AVONDALE SCHEDULE

<i>When bid is in</i>	<i>Point values</i>				
	<i>6 tricks</i>	<i>7 tricks</i>	<i>8 tricks</i>	<i>9 tricks</i>	<i>10 tricks</i>
Spades.....	40	140	240	340	440
Clubs.....	60	160	260	360	460
Diamonds.....	80	180	280	380	480
Hearts.....	100	200	300	400	500
Notrump.....	120	220	320	420	520

ORIGINAL SCHEDULE

<i>When bid is in</i>	<i>Point values</i>				
	<i>6 tricks</i>	<i>7 tricks</i>	<i>8 tricks</i>	<i>9 tricks</i>	<i>10 tricks</i>
Spades.....	40	80	120	160	200
Clubs.....	60	120	180	240	300
Diamonds.....	80	160	240	320	400
Hearts.....	100	200	300	400	500
Notrump.....	120	240	360	480	600

Note: In this table, for instance, 8 clubs is a higher bid than 9 spades; 7 hearts is higher than 9 spades; 7 notrump is higher than 8 clubs, etc.

INVERTED SCHEDULE

(In this method of scoring, the suits run clubs (lowest), spades, hearts, diamonds and notrump, in that order upward)

<i>When bid is in</i>	<i>Point values</i>				
	<i>6 tricks</i>	<i>7 tricks</i>	<i>8 tricks</i>	<i>9 tricks</i>	<i>10 tricks</i>
Clubs.....	40	80	120	160	200
Spades.....	60	120	180	240	300
Hearts.....	80	160	240	320	400
Diamonds.....	100	200	300	400	500
Notrump.....	120	240	360	480	600

FIVE HUNDRED

Each opponent scores 10 points for each trick the bidder takes. They do not score for tricks they themselves make.

If the bidder is successful in not winning any tricks, he scores the value of his bid, 250 points.

The play in nullo bids is as in notrump, and the rules regarding the use of the joker are as described in Sec. 7 above. It must be remembered that a joker will win any trick it may be played to, and a player must get rid of the joker in discarding for the widow.

a. Some play that if no one bids, the hand is automatically played at notrump. There is no setback for any player, and each scores 10 points for any tricks he takes in play. The widow is not used, but it may either be left face down or be exposed to all players before play begins, depending on which method the players prefer.

b. Some play without the bowers in trump, the cards ranking in regular order from ace down.

c. Some use doubles and redoubles as in bridge, but usually in the four-handed game described below.

d. Some require the bidder to show the cards of the widow.

A deal out of turn must be stopped before the last card is dealt; otherwise, the deal stands and the next deal reverts to the proper turn.

There must be a new deal in any of the following situations:

a. If a card is found faced in the deck.

b. If a deck is imperfect. (Previous scores made with an imperfect deck stand.)

c. If the dealer gives too many or too few cards to a player.

d. If a dealer deals too many hands.

The same dealer deals again. A player may not demand a new deal if he holds no high cards.

Should a player make a bid that is not higher than that of a preceding player, he must make the bid sufficient; he is not allowed to pass. But if he has a partner, the partner

12
Other
Variations

13
Additional
Rules
In the Deal

The Bidding

FIVE HUNDRED

is barred from the bidding. A player may not change his bid unless it is insufficient.

If two bids are equal in point values, the bid for a greater number of tricks is considered higher.

If a player bids out of turn, he may not bid again. The highest bidder may call the suit to be led when the offender's partner makes his first lead in the play.

A player does not count the discard in place of the widow as a trick.

The Widow

If any player except the highest bidder looks at the widow, the winning bidder may either demand a new deal or let the deal stand and ban the offender from counting any points in that deal.

If a player looks at the widow before bidding, he may be forced to play the hand at a bid of 6 notrump. Or non-offenders may require a new deal if they so desire.

Irregular Hands

If an opponent of the winning bidder is discovered to have the wrong number of cards in his hand after he has played to the first trick—the bidder and the widow having the right number—the deal stands. But the player with the irregular hand (and his partner, if his hand too is irregular) may not score in that deal.

If after the winning bidder plays to the first trick, it is discovered that either he or widow, or both, has a wrong number of cards, the bidder is set back. The deal is played out to allow the opponents to score for any tricks they make.

If both winning bidder and an opponent or both an opponent and the widow have the wrong number of cards, there is a new deal.

Exposed Cards

a. If either of winning bidder's opponents exposes a card except in making a play, the bidder gets the remainder of the tricks still to be played. There is no penalty on the bidder if he exposes a card.

b. If either of winning bidder's opponents plays more than 1 card to a trick, the bidder may decide which of the

FIVE HUNDRED

2 cards is to be played. The other card is considered an exposed card.

c. An exposed card must be left face up on the table, and the bidder can call for that card to be played at any time, provided it does not mean a revoke.

d. In partnership games, the rule for handling exposed cards is as in bridge (see Sec. 88 of the bridge laws, page 173).

If either of the winning bidder's opponents leads out of turn, the lead is an exposed card and the situation is handled as in *a* under Exposed Cards above. If the winning bidder leads out of turn, he withdraws his card, and there is no penalty.

*Playing
out of Turn*

If a player revokes, *i.e.*, fails to follow to the suit led, he may correct the error before the trick is turned over by the winner. The incorrectly played card is considered exposed, and if it is a card of bidder's opponent, the situation is handled as in *c* under Exposed Cards above. Anyone following the revoke may take back his card.

Revokes

But if a trick in which a player has revoked is turned face down by the winner, the revoke stands. If the offender is the bidder, he is set back. If the offender is an opponent of the bidder, the latter is considered to have made his contract. In either case, the hands are played out so that bidder's opponents may score for any tricks they take.

FIVE HUNDRED (Variations)

The same deck is used as in the three-handed game, and high cut deals. Each player receives 10 cards in the deal, and a 3-card widow is also dealt.

*For Two
Hands*

Each player gets one bid. Highest bidder exchanges with

FIVE HUNDRED

the widow, then the play and scoring are as described in the three-handed game.

For Four Hands

Players cut for partners and the two highest play against the two lowest; the highest card has choice of seats and deals.

The deck consists of 43 cards including the joker, and is made up by stripping out the four of spades, the four of clubs, and all threes and all deuces. Each player gets a hand of 10 cards, and a 3-card widow is also dealt.

Otherwise, the bidding and play are as in the three-handed game. But partners keep their tricks in one pile and score as a side.

For Five Hands

A full 52-card deck is used, and the joker is included. Each player gets a hand of 10 cards, and a 3-card widow is dealt.

The bidding progresses as in the regular three-handed game. The play and scoring are the same, and the general rules apply.

Partners, however, are selected in either of the following ways:

a. The winning bidder designates a player to be his partner for the deal, and that player may not refuse. Some play that a player who bids eight, nine or ten must select two partners.

b. The winning bidder may name the highest card of a suit and the player holding that card becomes the bidder's partner for the deal. Partner does not reveal the partnership until the named card is played. But some prefer that partnerships be announced immediately when formed.

The partners each get half of the score they make, or they are set back by half. Opponents score for each trick taken individually.

000 or 1,500 Games

Except for the fact that cards taken in tricks have point value, the game is the same as regular five hundred.

Players score for cards taken in play as follows: ace, 1 point; king, queen, jack, 10 points each; other cards, their

FIVE HUNDRED

face value. The joker does not count. The card points do not count in determining whether bidder has fulfilled his contract but are added to the tally of each player. If the bidder fails to fulfill his contract, no card points are scored by him.

Game may be set at 1,000 or 1,500 points.

This is handled much as in euchre (page 268). A round of four hands is played at each table. Winners at each table usually add a bonus of 200 or 250. Net scores are established for each player at the end of the session and high scorer is winner.

**Progressive
Five
Hundred**

N A P O L E O N



C O N T E N T S

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SIR GARNET	304

NAPOLEON

(More commonly known as nap)

This game is another relative of Euchre and one of the easiest to learn and play. It is particularly popular in England and the dominions.

1
The Players

From two to six may play, but four make the best game.

2
The Deck

The full 52-card deck may be used, but the game is much more interesting when enough cards are stripped from the deck so that only 6 cards remain after the deal. For four players, that would mean a deck of 26 cards containing aces, kings, queens, jacks, tens, nines and 2 eights. Cards rank as follows: ace (high), king, queen, jack, ten, nine, eight, seven, six, five, four, three, two (low).

3
The Deal

Players cut for deal, and low card deals. After the shuffle and the cut by the player at the right, the dealer serves each a hand of 5 cards beginning with the player at his left. He deals 3 cards at a time, then 2; or the other way around.

(If five or six are playing, dealer takes no cards, but he takes part in the pay-off.)

The dealing turn passes to the left.

4
**Objects of
the Game**

To become the successful bidder and win tricks to fulfill the bid. Or, as an opponent, to help defeat the highest bidder's contract.

5
**Bidding for
Trump**

There are two methods of bidding for trump and either may be used.

a. Beginning with the player at dealer's left, each player makes a bid. He may name the number of tricks that he will make playing against the others, but not naming the suit, or he may pass. Each player in turn may bid numer-



ically higher than the previous bid, or he may pass. The highest bid is for 5 tricks (known as "nap"); the lowest is for 1 trick. Every player gets only one turn to bid. If all pass, the dealer must bid at least one.

b. In the other method of bidding, the top card, after all players have been served their hands, is turned up. Each player then makes a numerical bid, declaring also whether he will undertake to win that number of tricks with the turned suit as trump, or playing with no suit being trump.

For example, he may make his bid in the following manner: "2 with," meaning 2 tricks with the turned suit as trump. Or (for another example) he may bid, "2 without," meaning 2 tricks with no trump. A without bid ranks higher than a with bid of the same numerical value.

The highest bidder must lead a trump to the first trick. If the play is at notrump, bidder may lead any card. The play then goes to the left. Each player must follow suit if able to do so, or he may throw off any card if he cannot follow suit. Four cards, one by each player, constitute a trick.

6
The Play

The winner of the trick turns it face down in front of him and leads to the next. He may lead any suit. If the contract is in trump, a player may trump if he cannot follow suit. But he does not have to trump and may throw off any card. But a player *must* follow suit when able to do so.

Play continues in this fashion until all 5 tricks have been played. Each player keeps the tricks that he has won in front of him.

At any time it is apparent that the bidder cannot fulfill his contract, the remainder of the hands are thrown in. But each player must show his hand to check against incorrect plays. The same procedure is followed if it is apparent that bidder can fulfill his contract.

Each player starts with an equal number of chips. If the bidder fulfills his contract, each opponent gives him chips equal to the amount of the bid. If the bidder is unsuccessful

7
Settlement

NAPOLEON

ful, he pays out to each opponent chips equal to the amount of his bid.

The bidder of "nap" (5 tricks) collects 10 chips from each player if successful but pays out only 5 to each player if unsuccessful.

8 Game may be decided upon in one of two ways. Either
Game the game ends when one player loses all his chips, or it ends
when one player has won a certain number of chips.

9 In case of a misdeal, the same dealer deals again. It is
Additional a misdeal if a player is dealt too many or too few cards, or
Rules if a card is found faced in the deck or is exposed by the
In the Deal dealer.

Irregular If it is discovered that the bidder has too many cards
Hands after play has begun, he cannot score if all other players
have the right number of cards. If he has too few cards, he
may play out the hand and collect or pay according to the
result. He loses tricks to which he cannot play. If any player
but the bidder has an incorrect number of cards after play
begins, bidder collects if he is successful, but does not pay
out if he loses.

Playing out If an opponent of the bidder leads or plays out of turn, he
of Turn pays 3 chips penalty to the bidder and gets nothing if the
contract is beaten. If the bidder leads out of turn, he takes
the card back, unless the others have played to the lead
and condoned it. There is no penalty against the bidder
for playing out of turn.

Revokes If a player does not follow suit when able to or if the
bidder does not lead a trump to the first trick, it con-
stitutes a revoke. The hands are thrown in. If the bidder
revoked, he pays off. If an opponent revoked, he pays the
bidder for himself and for each other player.

NAPOLEON

(Variations)

A “*misère*” (pronounced *mizzair*) bid may be used by agreement. This is a bid for 3 tricks at notrump, and it ranks between 3 and 4 with trump.

Misère

Bids of Wellington and Blucher may be used by agreement. Wellington is also a bid of 5 tricks but is higher than nap. If successful, the wellington bidder collects only 5 chips from each player; but he pays out 10 to each if unsuccessful.

Wellington
—Blucher
(Blücher)

A bid of blucher is also a bid of 5 tricks but ranks higher than wellington. If successful, the blucher bidder collects 10 chips from each player but pays out 20 to each if unsuccessful.

Pools may be made up by each player contributing the same number of chips to start and every dealer adding a set number. A revoking player contributes 5 extra chips to the pool, and a player making a lead out of turn contributes 3 extra chips.

Pool Nap

This pool is a sort of jack pot and goes to the player first bidding and winning a nap bid (or wellington or blucher). Player bidding a nap and failing to make it must pay in an amount equal to the pool. Otherwise, the play is as in the regular game with bids of less than nap allowed collections and pay-offs made outside of the pool.

This is played like pool nap, but a card is dealt face down in the middle of the table as a widow. Before bidding or passing, a player may look at this card by paying a chip into the pool. Highest bidder takes the card into his hand without paying another chip and discards a card.

Peep Nap

This is another pool game. Before any bids are made, a player may discard any number of cards and the dealer

Purchase
(or Écarté)
Nap

SPOIL FIVE

gives him enough cards from the deck to replace them. For each card the player discards, he pays a chip into the pool. Each player in turn to the left has one chance to make the exchange, but he need not do so if he does not wish to.

The player who first bids and wins a nap hand wins the pool.

Widow An extra hand of five cards may be dealt face down in the middle of the table. The player who bids nap (or welington or blucher) takes the widow and discards any 5 cards face down.

Sir Garnet This is another variation with a widow. An extra hand of 5 cards is dealt to the middle of the table. Any player in turn may pick up the widow. When he does so, he commits himself to a bid of nap. He must then discard any 5 cards. If he uses the widow and is successful in play, he collect 10 chips from each player; but if he is unsuccessful, he pays out 10 chips to each player. If a player does not use the widow, the regular nap pay-offs prevail.

SPOIL FIVE

One of the oldest card games, spoil five is a particular favorite of the Irish. In the United States it is played more often today in the variation known as "forty-five," which differs only in the method of scoring.

1
e Players Spoil five is best for five or six players, each playing for himself. But from two to ten may play.

2
he Cards The regular 52-card deck is used. The cards rank differently in trump and plain suits (suits that are not trumps).

In plain suits the cards rank as follows in descending order:

SPOIL FIVE

- ♥ K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2 (low)
- ♦ K (high), Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, A (low)
- ♣ K (high), Q, J, A, 2, 3, 4, 5, 6, 7, 8, 9, 10 (low)
- ♠ K (high), Q, J, A, 2, 3, 4, 5, 6, 7, 8, 9, 10 (low)

In trump suits, the cards rank as follows in descending order:

- ♥ 5 (high), J, A, K, Q, 10, 9, 8, 7, 6, 5, 4, 3, 2 (low)
- ♦ 5 (high), J, ♥A, ♦A, K, Q, 10, 9, 8, 7, 6, 5, 4, 3, 2 (low)
- ♣ 5 (high), J, ♥A, ♣A, K, Q, 2, 3, 4, 5, 6, 7, 8, 9, 10 (low)
- ♠ 5 (high), J, ♥A, ♠A, K, Q, 2, 3, 4, 5, 6, 7, 8, 9, 10 (low)

Note: The ace of hearts is always the *third highest* trump, regardless of which suit is trump, and the five of a trump suit is the highest trump, followed by the jack.

Note also the reversal of the ranks of the cards from the deuce to the ten in the black suits, which accounts for the expression in spoil five—"Highest in red, lowest in black." Thus, the deuce ranks behind the ace in the black suits, followed by the three, four, etc.

There is no cutting for the deal. Any player deals cards 1 at a time and face up to each player until a jack is turned. The player who gets the jack is the dealer for the first hand. The turn to deal then goes to the left for subsequent hands. A round of dealing ends when each player has had a turn to deal.

After shuffling the deck and having it cut by the player at his right, dealer serves each player a hand of 5 cards beginning with the player at his left. He deals first 3 at a time around, then 2 at a time. The next card is turned up, and the suit of that card is trump for the deal.

If the turned trump card is an ace, the dealer may discard any card in his hand face down for it, and his card does not have to be a trump card. He can discard when playing to the first trick, or he can leave the ace there until ready to play it. The dealer is not required to take the ace if he does not want it. But he must announce whether he is exchanging for the ace or not. It is customary for the player

3 The Deal

4 Exchanging ("Rob- bing") Trump

SPOIL FIVE

at dealer's left, when making the first play, to ask dealer whether he wishes to exchange for the ace. If dealer has made no announcement by then, he must do so before playing.

If the turned trump card is any card but an ace, a player who does hold the ace of that suit may exchange any card in his hand for the turned card when it comes his turn to play. If he does not wish to exchange, he is not required to do so. But in that case, he must tell the dealer to turn the trump face down, thus identifying himself as the holder of the ace. If the holder of the ace of trumps makes a play without exchanging or identifying himself, his ace becomes the lowest trump in play. And if it should happen to be the ace of hearts, it loses the privilege described for that card in Sec. 7 below.

5 Objects of the Game

To win 3 of the 5 tricks played; or, as opponents to spoil any one player's chance of taking 3 tricks (hence, the name "spoil five").

6 The Play

Player at dealer's left leads any card to the first trick. Each player in turn to the left also plays a card to the trick. A player may follow suit, or he *may play a trump even if able to follow suit*. If he cannot follow suit, he may play a trump or throw off any card, as he pleases. A player must follow suit to a trump if able to, *but three cards are exempt from this rule* (see Sec. 7 below).

The highest ranking card of a led suit wins the trick if there are no trump cards in the trick. A trump card wins a trick, but if the trick contains more than 1 trump card, the highest ranking trump wins. The winner of a trick leads to the next until all 5 tricks have been played.

Each player keeps his own tricks won face down in front of him.

7 Negating Privileges

A player holding any of these three cards, *five* or *jack* of *trumps* or *ace of hearts*, need *not* follow suit with such a card if the card led is a trump card of *lower* rank. But he *must* follow suit with such a card if the lead was a trump card of *higher* rank.

SPOIL FIVE

First Example: Player *A* leads a low trump. *B* holds only the five of trumps (highest trump). He does *not* have to follow suit with the five of trumps but may discard any card. But if he held a low trump in addition to his five of trumps, he would have to follow suit with the low trump.

Second Example: Player *A* leads the ace of hearts (third highest trump). *B* plays the five of trumps (highest trump). *C*'s only trump is the jack of trumps. *C* does not have to play the jack of trumps if he chooses not to, since the card led (ace of hearts) is lower than his jack of trumps.

Third Example: Player *A* leads the five of trumps (highest trump). *B*'s only trump card is the jack of trumps (second highest trump). He must play it since he is required to follow suit if a higher trump is led.

Players begin with an equal number of chips. Each places an agreed amount of chips in the pool at the start. The player who wins 3 tricks in any deal wins the pool. Until some player wins 3 tricks, each successive dealer must add a chip to the pool. When the pool has been won, all players chip in equally for a new pool.

Some play that only dealer contributes chips for all players after the first deal of a new pool until the pool is won.

Many play game as 11, 21 or 35 points. The first player to reach that total is the winner, and only a player winning at least 3 tricks gets any score.

As soon as a player has won 3 tricks in a game played for a pool, he should throw in his hand. If he does not do so, it indicates that he will try to take all 5 tricks, known as "jinking it." If he succeeds, he wins an extra chip from each player. But if he does not succeed in taking all 5 tricks, he cannot collect anything from the pool.

If the deck is imperfect, or if a trump card is found face up in the deck, the same dealer deals again.

If the dealer deals too few or too many cards to a player; or deals without having the deck cut; or changes the order

8
Settlement

Jinking It

9
Additional
Rules
In Dealing

FORTY-FIVE

of dealing cards; or counts the cards in the remainder of the deck, it is a misdeal, and the deal passes to the next player in turn.

Irregular Hands If it is discovered during play that any player has too many or too few cards, that player must withdraw from that deal and leave in the pool any chips he has already contributed. Any tricks that he may already have won are counted for him, but the rest of the players continue play without him.

In Play If a player takes the turned trump card when he does not hold the ace, or exposes a card except when playing it, or does not follow suit or follow trump when able to, he must withdraw from play. He cannot reenter the game until the present pool has been won, but he must add to it when his turn to deal comes.

FORTY-FIVE

(Also known as five-and-ten)

This is spoil five for side against side. Two may play. When four play, two play against two in partnerships. When six play, three play against three in partnerships.

Chips are not used but a pencil-and-paper score is kept. The side winning 3 or 4 tricks scores 5 points. Winning all 5 tricks counts 10 points. The first side to score 45 points wins.

Some play that each trick counts 5 points, and the point score of a side taking fewer tricks in a deal is subtracted from the point score of the side taking the greater number of tricks. The difference is credited to the tally of the side winning the greater number of tricks.

Example: If Side A wins 3 tricks, it scores 5 points (15 - 10). If Side A wins 4 tricks, it scores 15 points (20 - 5). If Side A wins all 5 tricks, it scores 25 points.

SINGLE HASENPFEFFER

This old game is another offshoot of euchre. Its name means "peppered hares" in German and it is fast moving.

It is a partnership game with partners being decided as in four-handed euchre, page 269, Sec. 3.

The deck for play is made up by using only the ace, king, queen, jack, ten, nine of each suit and adding a joker, making 25 cards altogether. The joker is the highest trump. The rank of the other cards is exactly as described in Sec. 2 of euchre, page 268.

1
The Cards

Dealer (high-card cut) deals 3 cards at a time to each player until all have hands of 6 cards. The last card is turned face down in the center of the table and is not looked at by any player.

2
The Deal

The object of the game is to win 10 points in tricks, each trick counting 1 point.

3
Object
of the
Game

Beginning with the player at dealer's left, each in his turn bids the number of tricks his side will contract to take, or he passes. The bidding turn goes to the left. A bidder names the number of tricks only, and not the suit. A bid may begin as low as a player chooses. Every succeeding bid must be for a higher number. A player has only one bid and may not bid after passing.

4
Bidding

If all players pass, the player holding the joker must bid three and name which suit is to be trump. If no one holds the joker, there is a new deal by the same dealer.

The winning bidder picks up the face-down card and places it in his hand without showing it to the others. He

5
The Play

DOUBLE HASENPFEFFER

then names which suit is to be trump for the deal. After this, he discards any card and leads a card to the first trick. He may lead any card he wishes.

Playing turn goes to the left. A player must follow suit if able to do so. If he cannot follow suit, he may play a trump or any other card. The highest card in a trick wins the trick, except when a trump is played. The highest trump card in a trick wins. A trick consists of 4 cards, 1 by each player. The winner of a trick turns it face down in a common trick pile kept by his side, *i.e.*, all tricks won by himself and his partner. The winner of a trick leads any card to the next trick, and play continues in this fashion until all tricks have been played.

A player may not play the joker as long as he can follow to a nontrump suit led.

6 Scoring

If the bidder's side fulfills the contract, it scores one point for each trick it won in play. If the bidder's side fails to fulfill its contract, it is "set back." The amount of its bid is deducted from its previous tally, even if it means going minus. Whether bidder's side fulfills the contract or not, opponents score 1 point for each trick they win in play.

The side first reaching 10 points wins. If both sides reach 10 points in the same deal, the bidding side is the winner.

DOUBLE HASENPFEFFER

1 The Cards

This game is played with a pinochle deck, *i.e.*, a deck consisting of two each of the cards used in single hasenpfeffer. No joker is added.

2 Players

From two to six may play. If there are four players, two play against two as partners. If there are six, three play against three as partners. Any other number of players play individually against one another.

3 The Deal

If it is a four- or six-handed game, the dealer (high-card cut) deals 4 cards to each player until the entire deck is

distributed. In a two- or three-handed game, each player receives a hand of 15 cards dealt 3 at a time. The remainder of the deck is not used.

In a five-handed game, 3 nines are stripped from the deck, and each player receives a hand of 9 cards, dealt 3 at a time.

The bidding is as in single hasenpfeffer except that no bid may be for less than 6 tricks. If all players pass to the dealer, he must bid 6. If he fulfills the contract, he scores 1 point for each trick his side takes. If he fails, his side is set back 3 points.

If any bidder thinks he can win all the tricks playing alone, he announces that fact. He first announces which suit is to be trump and then discards 2 cards. Partner passes over his best two cards and then lays his own hand face down and takes no part in the play. In a four-handed game, the lone bidder's side scores 24 points if he succeeds and is set back 12 points if he fails. In a six-handed game, his side scores 16 if he is successful and is set back 8 if he fails.

The play is as in single hasenpfeffer with one important exception, *viz.*, if 2 cards of the same suit and denomination are played to a trick, the card played first is considered of higher rank, as in pinochle.

Except for lone-hand play, the scoring is as in single hasenpfeffer. But game is 62 points.

4
The Bidding, Play
and Scoring

RAMS

This easily learned, lively game is today comparatively little played and deserves to be better known.

From three to six may play, each scoring for himself. If six play, dealer does not take a hand.

1
The Players

A 32-card deck is used, made up by stripping out all cards below the seven from a regular 52-card deck.

2
The Cards

RAMS

The cards rank: ace (high), king, queen, jack, ten, nine, eight, seven (low). Some old-time players, however, rank the ace below the jack.

3 The Deal

Cards are turned up in front of each player and the first to get a jack deals. The dealer must put up 5 chips to begin a pool; but no other player chips anything.

After the shuffle and the cut, dealer gives each player a hand of 5 cards, beginning with the player at the left and going in clockwise rotation. He deals 3 cards to each per round and then 2, or first 2 and then 3. He deals an extra hand, or widow, to the table just before dealing cards to himself. The next card, after the deal, is turned up and its suit is trump. The turn to deal in subsequent hands passes to the left, and every dealer must put 5 chips into the pool.

4 Object of the Game

To win as many as possible of the 5 tricks to be played for.

5 Staying or Passing

Player at dealer's left has the first turn.

a. He must declare whether he is staying in the play or dropping out. If he stays in play, he commits himself to take at least 1 trick or pay a forfeit. If he decides to pass, he places his cards face down in front of him. If he wishes to exchange for the widow, he does so, placing his own hand face down and picking up the widow, but without showing it to anyone else. He must keep the widow if he picks it up and may not pass.

b. Each player in turn to the left must do as in a. But once the widow has been picked up by a player, no one following him in turn is allowed to exchange his own hand for the face-down hand.

c. If everyone up to the player at dealer's right passes, that player must play against dealer, exchanging for the widow if he chooses. If he refuses to play, he must pay dealer 5 chips. The deal then passes to the next player at the left, but the chips in the pool remain.

d. If only one player before dealer's turn stays in the play, the dealer must play against him. But if two or more

stay in before dealer's turn, he may play or pass as he chooses.

e. If dealer plays, he may exchange any card for the turned-up trump. But no one else may do so under any circumstances.

f. Any player when his turn comes may announce, "general rams." This means he proposes to take all 5 tricks. All players must play in this case, even the ones who have already passed. Any player whose turn has not yet come has a chance to exchange for the widow if one is still on the table.

g. If there are only 5 chips in the pool, it is known as a "simple pool." When there is a simple pool, no player may pass and everyone must play. But if there are more than 5 chips, known as a "double pool," the procedure is as described in *a* through *f*.

The first active player at dealer's left leads any card to the first trick, except when a general rams has been announced; in which case the player who announced it has the first lead.

6 The Play

Each player in turn must follow suit and try to win the trick if able to. If he cannot follow suit he *must* trump, and if someone preceding him has already trumped a trick he must trump *higher* if able to. But whether he can trump higher or not, he must play a trump if able to when out of a suit. When unable to follow suit or play a trump, he may play any card. The play to tricks is exactly as in pinochle.

Highest card of a led suit wins the trick. If a trump is played to a trick, it wins, but if more than 1 trump is played, the highest trump wins.

The winner of a trick leads to the next, and play continues until all 5 tricks have been played. But as soon as an opponent of a player who announced general rams takes a trick, play stops.

For each trick a player wins he takes one-fifth of the pool. If he fails to win at least 1 trick, he must put 5 chips in the pool.

7 The Pay-off

BIERSPIEL

A player who announced general rams and wins all 5 tricks takes the pool and gets 5 additional chips from each player. If he does not succeed, he has to double the chips in the pool and pay an additional 5 chips to each other player. But any opponent of the general-rams announcer who takes a trick does not collect anything from the pool.

8 Additional Rules

Misdeals are handled as in spoil five, allowing for the widow as an extra hand.

For any irregularity—exposing a card, playing with too many cards or violating a rule in playing to tricks—the penalty is that a player may not collect anything on the deal and must pay 5 chips to the pool.

BIERSPIEL

(Beer play)

In this variant of rams, otherwise played as in that game, the seven of diamonds is always the second highest trump, regardless of the suit turned for trump. If the seven of diamonds should happen to be turned for trump, the card beneath it determines the trump suit and dealer may use both cards, discarding two others in their place. If dealer passes, the first active player at his left may exchange for the trump.

Players are not permitted to look at their hands until the dealer has turned up the trump.

If there are four or more active players in the play, the first three leads must be in trump; for three active players there must be two initial trump leads; for two active players only the opening lead must be in trump.

If a leader to a trick in which a trump lead is required holds no trump, he must play any card face down. The other players, however, must play trumps.

Each player begins with 15 points. For each trick he wins, he cancels 1 point. The first to cancel all his points is the winner. Penalties are added to a player's score.

ROUNCE

In this variant of rams, the full 52-card deck is used. The widow is dealt 6 cards, 1 of which is discarded by the player taking the widow.

A player is not required to win a trick, and he need not trump a trick if he chooses not to. The winner of the first trick must lead a trump to the second one. There is no "general rams." In all other respects the game is played like rams.

LOO

This very close relative of rams, once a popular game for large groups, is rarely played today. A summary of the game follows:

a. A regular 52-card deck is used, ranking as in poker from ace (high) to deuce (low). The dealer, decided by the first jack turned, deals each a hand of 3 cards, one at a time. He puts 3 chips in a pool; no other player does.

b. When there are only 3 chips in the pool, it is called a "simple pool," and that deal is a "bold stand." Everyone must play.

Player at dealer's left leads. Other players in turn must follow suit to a lead and try to win it if they can. If everyone can follow suit, winner leads to the next trick, and play continues.

But if one or more players are unable to follow suit, dealer turns up the top card of the remainder of the deck, and its suit is trump for the deal. When a trump is turned, the winner of the previous trick must lead a trump to the

The Game

LOO

next trick if able to. Tricks are not gathered but the cards composing them are left face up in front of each player.

c. For each trick a player wins, he takes one-third of the pool. A player who takes no tricks is "loosed" and must put 3 chips in the pool. The dealer of the next round adds his 3 chips, and the pool, now containing more than 3 chips, is known as a "double pool."

d. An extra hand is dealt as a widow whenever there is a double pool. Each player in turn, exactly as in rams, announces whether he proposes to play or pass, and may exchange his hand for the widow in turn. If everyone passes but the player at dealer's right, he must play against dealer or give up the pool to him.

e. If all but one player pass, and if he has not exchanged for the widow, dealer must play against him. Dealer neither pays nor collects, whatever the result. If the lone player has taken the widow, dealer either gives up the pool to him or plays against him to defend it.

f. The active player at dealer's left leads to the first trick and must lead a trump, if he has one. The winner of a trick must lead a trump if he has one. Players must follow suit to a lead if they are able to and must try to win the trick if they can. Players must trump if they cannot follow suit and must overtrump if they are able to, but need not undertrump. Collections and payments are made as in c above.

Irregularities are handled as in rams.

LOO (Variations)

With Flushes

In this variation a player whose 3 cards are trumps in a double pool waits until everyone has declared and then shows his flush. He collects the pool and anyone who has not passed pays 3 chips to the pool.

ÉCARTÉ

In this variation a player who does not win a trick must put in an amount equal to the pool as a penalty. **Unlimited**

No widow is dealt in this variation, and there is no difference between pools. A trump is turned up. If a player who does not pass wants to exchange any cards, dealer gives him replacements from the top of the stock. This is similar to the draw in poker. **Irish Loo**

Each player receives a hand of 5 cards. Dealer puts up 5 chips to the pool. If a flush of 5 trumps comes up, the holder collects the pool, and every other player, whether he passed or not, must put in 5 chips for the new pool. **Five-card Loo**

In any loo game, the jack of clubs may be played always as the best trump, regardless of the suit that is trump. This card is known as "pam." When the ace of trumps is led, pam must not be played unless the holder has no other trump. **Pam**

ECARTE

(Pronounced aycartay)

ÉCARTÉ

3 The Deal

a. Players cut and high card deals, cards ranking as above. The turn to deal alternates in subsequent hands. Each player is dealt a hand of 5 cards; 3 at a time, then 2 at a time; or the other way around, alternately, beginning with nondealer.

b. The eleventh card is turned up, and its suit is trump for the entire deal. If it is a king, the dealer scores a point immediately. The remainder of the deck may be used for further play, but the trump card is not used and is kept face up during the play.

4 Object of the Game

To win at least 3 out of 5 tricks.

5 Proposing -Refusing

a. After the trump is turned, nondealer examines his hand. If he believes it will win at least 3 tricks in play, he says, "I play," known as "standing," and play begins as described below (see Sec. 7, The Play). But if he would like to try to strengthen his hand, he says, "I propose," or just "Cards," meaning that he would like to discard, draw cards to replace the discards and grant the dealer the same privilege.

ÉCARTÉ

If the king of trumps was not turned as the eleventh card (see Sec. 3*b* above), the player holding the king may score 1 point for it, if he announces it before play begins. But if nondealer plans to play the king as his first card, he may defer his announcement until he has placed it on the table, and before dealer has played a card of his own. If dealer has the king, he is permitted to withhold his announcement until nondealer has played a card to the first trick.

6
Announc-
ing the
King

If the player holding the king does not wish to announce it, he need not do so. But he may not score for it in that case.

Nondealer may lead any card he wishes for the first trick. Before he does so, he should say, "I play." It is customary to announce the suit that he is leading but not the denomination of the card. Opponent *must* follow suit if he is able to do so. But if he has a higher card in the suit, he *must* play it. If he cannot follow suit, he *must* play a trump. If he can neither follow suit nor play a trump, he may play any card.

7
The Play

A trick consists of 2 cards, 1 by each player. The highest card of the suit led wins a trick. If there is only 1 trump in a trick, that trump wins.

The winner of a trick turns the trick face down in a trick pile in front of him and leads any card to the next trick. Play continues in this way until all 5 tricks have been played. And each time a player leads, he must announce the suit led.

Note: The custom of announcing suits in leads is, however, dying out.

The game may be scored with pencil and paper.

a. If the dealer turns up the king of trumps, he scores 1 point for it. If either player announces the king as described in Sec. 6 above, he scores 1 point.

b. If nondealer announced he was standing on his original hand, *i.e.*, playing his hand without further deals, he scores 1 point if he takes at least 3 tricks. But if he fails to take at least 3 tricks, he scores nothing and his opponent scores 2 points.

8
Scoring

ÉCARTÉ

c. If dealer refused nondealer's proposal for further deals to the original hand, then the dealer scores 1 point if he takes at least 3 tricks. But if he fails to take at least 3 tricks, he scores nothing and his opponent scores 2 points.

d. After the original hands have been dealt to, it does not matter whether nondealer or dealer initiated the play. Either player scores 1 point for taking 3 tricks. There is no penalty against the player winning only 2 tricks.

e. If at any time a player takes all 5 tricks, known as a "vole," he scores 2 points. But a player may never score more than 2 points for tricks in a hand. Thus, a player may not score for a penalty as in *b* and *c* above, and a vole at the same time, even if he defeats his opponent by taking all 5 tricks. He scores only 2 points.

9

Game

The player who scores 5 points first wins "game."

10

Hands that
Usually
Take at
Least
3 Tricks

There are certain types of hands, known as "jeux de règle" to écarté players, that are usually very good bets to win at least 3 tricks in play. If nondealer holds such a hand, he should play without proposing further deals. If dealer holds any such hand, he should refuse a proposal by nondealer. Some of these hands are listed below;

a. A hand containing at least 3 trumps.

b. A hand containing 2 trumps, if the 3 other cards are all in one suit. The 2 trumps may also be accompanied by any of the following: 2 cards in one suit if 1 of the cards is a queen or higher; 2 cards of a suit and a king of another suit; 2 cards of a suit, one of them an ace and the other a jack and a jack in still another suit.

c. A hand containing 1 trump, if the 4 other cards consist of a king and a 3-card suit headed by at least a queen; or if the 4 other cards consist of a 4-card suit headed by the king; or if the 4 other cards consist of at least a 3-card suit and 2 kings.

d. A hand containing no trumps but having at least 2 kings and 2 cards of a suit headed by the queen; or a hand containing no trumps but having 4 picture cards, at least 3 of them being queens.

ÉCARTÉ

11

Additional Rules

The laws governing irregularities in écarté, traditionally strict, are carefully observed by most players. They follow.

In case of a misdeal, the deal goes to dealer's opponent. If any card but the one to be turned for trump is found face up in the deck, there must be a new deal.

In Dealing the Original Hand

If a dealer exposes any of his opponent's cards, opponent may, if he desires, call for a new deal, but only if he has not looked at any of his cards. If dealer exposes any of his own cards, the deal stands.

If dealer gives opponent too many cards, opponent may claim a misdeal. Or he may discard any extra cards (without changing the trump) but only if he has not looked at any of his cards. If dealer gives opponent too few cards, opponent may claim a misdeal, or he may ask for the deficiency to be made up (without changing the trump), but only if he has not looked at any of his cards.

If dealer gives himself too many or too few cards, the situation is handled in the same manner as above with a misdeal automatic if dealer has looked at any of his cards.

If dealer exposes more than 1 card for trump, opponent, if he has not seen any of his cards, may demand a new deal by the same dealer. If opponent has looked at any of his cards, he may claim a misdeal or he may pick any one of the exposed cards for trump.

A deal out of turn must be stopped before the trump card is turned. Otherwise the deal stands.

After discards have been made, a player may not look at them. If a player does so, opponent has the right to demand that offender play with his hand open.

In Dis- carding

If a player asks for more cards than there are left in the deck, he must take back enough cards from his last discard to complete his hand. If the dealer has accepted a proposal but discovers there are not enough cards left to meet his own discards, he can do nothing about it.

The trump card may never be used in dealing cards in exchange for discards.

If nondealer proposes and dealer accepts, nondealer is

ÉCARTÉ

required to discard at least 1 card. He may not change his mind.

If dealer is asked how many cards he discarded, he is required to tell, but not after he has played a card to the trick.

n the Deal Following Discards

If dealer gives nondealer more or fewer cards than the latter asked for, dealer cannot score a point for tricks. He cannot score for the king of trumps unless it was turned as a trump card. The same is true if dealer gives himself more cards.

If nondealer asks for more cards than he discarded and dealer supplies the incorrect number, dealer decides whether the hand should be played. If he decides the hand is to be played, he draws the excess card (or cards) from opponent's hand and looks at them if the nondealer has done so. If dealer decides the hand is not to be played, he scores a point, and opponent may not score for the king of trumps if he holds it.

If nondealer asks for fewer cards than he needs, he must play with a short hand and dealer gets all tricks to which nondealer cannot play. But nondealer may score for the king of trumps if he has it.

Any player who is discovered to be playing with more than 5 cards cannot score a point for tricks, and he may not score for the king of trumps.

If, in dealing, a card which is supposed to go to dealer is found face up in the deck, he must take it. If the faced card is supposed to go to nondealer, he has the option of accepting the faced card or demanding a new deal.

If dealer inadvertently turns up another card for trump after a deal for discards, such card is placed face down among the discards. The dealer may not then refuse if nondealer proposes.

he Play

Should a player fail to follow suit, or fail to win a trick when he is able to or trump when he can follow suit, such a play is a "renounce." All cards already played are taken back into the hands. The hand is then played over. The

POOL ÉCARTÉ

renouncing player may not score if he takes less than 5 tricks. If he does take 5 tricks, he scores only 1 point.

A lead out of turn must be taken back. But if opponent has played to it, the lead stands.

A player may not look back at any tricks. If he does so, his opponent can demand that offender play the rest of the hand with his cards exposed.

If a player throws in his hand, conceding that he cannot win, he may not score even though he discovers he could have won if he had played his hand.

If a player shows his hand claiming a score, he may score if his hand bears out his claim.

If a player concedes a score to his opponent, the latter may claim any additional scores that obviously could have been made if the hand had been played.

POOL ÉCARTÉ

This is played by three players. Each player puts up an equal number of chips for a pool. All players cut, and the two players who cut the highest cards play against each other, as in the two-handed game, until one scores 5 points.

The loser pays into the pool another sum of chips equal to that he put in originally, and his place is taken by the third player, known as the "rentrant." This process continues until some player wins two games in a row. This player collects the entire pool. A new pool is then made up by all players, and play continues as described.

The third player may not advise either of the others during the first hand. But after he has been in the game, he is permitted to do so.

GRAND

This is really three games in one, the players having the option in any deal of playing whist, euchre or hearts. Consequently a player must know all three games.

1
e Object A time limit or a certain number of deals are set. The object is to be the first side to reach game of 100 points before the expiration of this period or to be the closest to 100 points if neither side has reached game.

2
e Players Four play, two against two in partnerships.

3
he Cards A regular 52-card deck is used. The cards rank according to the game played.

4
he Deal Players cut, the two highest playing against two lowest, highest card being dealer.
Each player receives a hand of 13 cards dealt as in whist.

5
Bidding Beginning at dealer's left, each player gets one chance to make a bid or pass. He mentally decides whether he wishes to play at whist, euchre or hearts. He makes a numerical bid but does not name the game. The lowest bid is 5.

If everyone passes to dealer, he must make a bid of 5. Highest numerical bidder names the game to be played.

6
Whist
Named If the play is at whist, the highest bidder must specify whether it is to be at straight whist or grand. In straight whist, the bidder names the trump. Each trick over book counts 5 points, and a grand slam earns a bonus of 30 points, so that it is worth 65 points altogether. There is no score for honors.

If bidder names grand as the game to be played, the play

GRAND

is at notrump. Each trick over book counts 9, and the bonus for grand slam is 40, so that it is worth 103 points altogether.

Making a grand slam wins game without further deals, regardless of the state of the making side's score.

If the bidding side in either game fails to fulfill its bid, it is set back, *i.e.*, the amount of its bid is subtracted from its previous score. Opponents score for any tricks above book that they make.

Any infraction of the whist rules is an irregularity and the penalty is as follows: Offender's side is set back if it took the bid or cannot defeat the contract if opponents took the bid.

If the bidder announces euchre, he names trump, and each player must discard 8 cards, leaving a hand of 5. No player may keep a trump lower than the eight.

7
If Euchre
Is Named

The odd trick ("point") counts 5; 4 tricks, 10; all 5 tricks ("march") made by partners, 20; all 5 made by a lone hand, 25. If the bid is 25, the bidder must play a lone hand. A lone hand must discard 1 card, and he gets his partner's best in exchange. Opponents may do likewise.

If the bidding side is successful, it scores for all tricks it wins. If it fails, the side is set back the amount of its bid plus 20.

A lone hand that is defeated at a bid of 20 is set back 40 (20 + 20). But a lone hand that is defeated at a bid of 25 is set back 50 (25 + 25).

Irregularities are as in regular euchre, and the penalty is that offender's side is set back if it took the bid or cannot defeat the contract if opponents took the bid.

A player who holds a lower trump than an eight or holds more than 5 cards has committed an irregularity. The penalty is as described above.

The highest bidder may announce "hearts" only if he has not bid more than 50. If neither he nor partner takes in a heart, they score 50, and opponents are set back 13. If bidder's side takes in any hearts, it scores nothing and is set back the amount of the bid plus 1 for each heart. Opponents are also set back 1 point for each heart they take.

8
The Play
at Hearts

GRAND

If dealer's side has a score of 70 or more, the player at dealer's left may decide the play at hearts by simply leading a heart and announcing "Hearts." Only this player may decide the play at hearts and only when opponents—dealer's side—have a score of 70 or more.

If the player at dealer's left makes no bid when dealer's side is below 70 in the score, it is considered a conventional indication that he is prepared to play at hearts but wishes to give partner a chance to put in a higher bid.

Irregularities are as in regular hearts, and the penalty is that offender's side is considered to have taken in all the hearts.

9 Final Settlement

Setbacks are checked on the tally sheet. The lesser number of setbacks are subtracted from the greater number, and the difference is multiplied by 10 and credited to the side with the fewer setbacks. The side closer to 100 at the end of play is credited with the difference between opponent's score and 100. Setbacks and final score difference are then compared to decide which side has the winning margin.

Example: Side *A* finishes with 85 points. Side *B* with 65 points. Side *A* is credited with 35 points ($100 - 65$).

But Side *A* has nine setbacks. Side *B* has only six. Side *B* therefore is credited with 30 points ($9 - 6 \times 10$). Side *A* has a net winning margin of 5 points ($35 - 30$).

THE HEARTS GROUP AND RELATED GAMES



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THE HEARTS GROUP

Hearts retains a secure hold on the affections of its numerous devotees. A deceptively easygoing game that never fails to provide much amusement, it nevertheless affords many opportunities for the high strategy dear to the hearts of serious card players.

REGULAR HEARTS

This is the basic and simplest form of hearts but is not often played to-day, having been superseded by other and more exciting forms, particularly black widow and pass-on hearts (pages 331 and 333). However, the principal features of play are common to all varieties of the game.

1 Players

Four hands make the best game. But as few as two and any number more than four may play. If more than six play, a double deck should be used. Each plays for himself, although partnerships may be arranged in the four-handed game.

2 The Cards

A regular 52-card deck is used. The cards rank as follows: ace (high), king, queen, jack, ten, nine, eight, seven, six, five, four, three, two (low).

If two decks are used, the first of two cards of the same suit and denomination played to a trick is considered of higher rank.

The suits have no relative rank, although the play re-

REGULAR HEARTS

volves about the hearts, which are often, but incorrectly, referred to as trumps.

Players cut cards for the deal, and the player cutting the lowest card deals the first hand. The turn to deal in subsequent hands passes to the left.

3
The Deal

Dealer serves each player 1 card at a time per round in clockwise rotation until all cards that can be dealt out evenly have been distributed. The remaining cards are dealt face down in the center of the table as a widow, also known as a "kitty." These cards will go to the winner of the first trick.

But many players prefer to have extra cards stripped out of the deck before the deal. The deuce of clubs is usually taken out if three play; if five play, the deuces of clubs and diamonds; if six play, the deuces of clubs, diamonds and spades and the three of clubs. For double decks the cards are stripped out in the same manner depending upon the number of players, with preference going to clubs, diamonds and spades in that order. Hearts are never stripped.

To avoid taking any hearts.

4
Object of
the Game

Player at dealer's left plays any card. Each player in turn to the left must also play a card in the same suit if able to. If unable to follow suit, he may play a card of any other suit (usually a heart, of course). When each player has played a card to the lead, the cards constitute a trick, which is taken in by the one who played the highest card of the suit led.

5
The Play

If a widow has been dealt, the winner of the first trick also takes in the widow, first showing it to all the other players. Many prefer, however, not to have the widow looked at by any player but the winner of the first trick.

The winner of a trick leads to the next, and play continues in the manner described until all cards of the hands have been played out.

After play is over, each player looks through his trick pile to determine how many hearts he was forced to take

6
Settlement

REGULAR HEARTS

in play. When a player is forced to take a heart or hearts he is said to be "painted" or "stuck." There are several ways of scoring and settling. Any one of the following methods of settling by chips may be used:

Playing for the Pool

a. Each player begins with 50 or 100 chips. For every heart he takes in play he puts a chip into a pool. The player who has taken the fewest hearts wins the pool. If two or more players tie for lowest number of hearts taken they divide the pool equally, and if there are odd chips, they are carried over to the next pool.

Jack Pots— Sweep- stakes

b. Another method, which emphasizes the element of chance, is known as "jack pots" or "sweepstakes." After play is over, each player puts 1 chip into the pool for each heart that he took. If any player took no hearts, he collects the entire pool; if two or more players took no hearts, they divide the pool equally; and if there are any odd chips, they are carried over to the next pool.

If no player is clear of hearts, the pool accumulates until some player or players take no hearts. Some play that a jack pot may be won only when one player is clear of hearts. And some play that a jack pot is carried over to the next deal if any one player takes all 13 hearts.

Howell Settlement

c. In the method known as the "Howell settlement," each player, after play is over, puts as many chips into the pool for each heart that he has taken as there are other players in the game. He then subtracts the hearts that he took from the number 13, and the difference represents the chips he may take back from the pool.

Example: A player has taken 5 hearts in a four-handed game. He puts 15 chips into the pool (5×3). He takes back 8 chips ($13 - 5$). Altogether, he has paid in 7 chips ($15 - 8$).

If a double deck is used, the number to subtract from is 26 instead of 13.

7 Game

Several methods may also be used in scoring for game. The following are some of the popular ways:

BLACK WIDOW HEARTS

a. Each player begins with an equal number of chips. After each deal a player puts chips into the pool equal to the number of hearts that he took in play. When a player loses all his chips, the player with the highest remaining number of chips is the winner.

b. After each deal the player with the fewest hearts collects from the others at the rate of 1 chip for every heart that each took. The player with the next lowest score collects from those with higher scores 1 chip per heart, etc. When any player has collected a certain number of chips (100 or 150), the game ends and he is the winner.

c. If a pencil-and-paper score is kept, each player is charged 1 point for every heart that he took. When any player reaches 50 or 100 points, the player with the lowest score is the winner.

a. A popular scoring variation is to pay a bonus for taking all hearts. If a player accomplishes this, 13 points (or 26 with a double deck) are added to the scores of each of his opponents. (Sometimes the number is doubled). This is known as a "take-all."

8
Taking All
Hearts

b. Another and less popular method is to penalize a player 26 points for taking all hearts (52 with a double deck).

BLACK WIDOW HEARTS

(Also known as black lady, black Maria, slippery Anne, discard hearts, and by other names)

This very popular variant of regular hearts adds the following features:

Besides avoiding the taking of hearts, a player also tries to keep from taking the queen of spades.

Some play a convention that the holder of the queen of spades must get rid of it in play at his earliest opportunity

1
Queen of
Spades

BLACK WIDOW HEARTS

(to prevent collusion aimed at some particular player). But this is not a rule and is observed only if agreed upon beforehand.

Some forbid the first lead to be a heart. But this also must be agreed upon beforehand.

2
Take-all A player may try for a "take-all," *i.e.*, to take all the hearts and the queen of spades. There is a large bonus score for doing this (see Sec. 3 below).

It is not obligatory for a player to announce that he is planning to try for a take-all at any time during play.

3
Scoring and Settlement Each heart counts 1 point against a player, as in the regular game. But the queen of spades counts 7 against a player who takes it. Many count it as 13 against.

One method of scoring is to keep a pencil-and-paper tally. Each player receives a score for any penalty cards that he takes (hearts and queen of spades). But if one player takes all penalty cards, 20 or 26 points are added to the score of each other player depending on the value given the queen of spades. If a double deck is used, all scores are doubled.

When any player reaches 50 or 100 points or some other designated total, he is the loser, and the player with the lowest score is the winner.

If the game is played for chips, one of two methods of settlement may be used: either all losers pay equally to the winner, or each player, except the one with the lowest score, pays to each other player with a lower score the differences between their scores.

Black Jack This is a variant in which the jack of spades is the penalty card instead of the queen. Otherwise the games are exactly alike.

Bonus Cards Some play that if a player takes a certain card in play, it scores 10 points for, instead of against, *i.e.*, the player takes 10 points off his score.

These bonus cards may be one of the following: ten of diamonds, jack of diamonds, eight of diamonds, eight of clubs. The two last are favored in stake play.

PASS-ON HEARTS

Many favor this scoring when bonus cards are used: For each heart, 1 point against; for the queen (or jack) of spades, 5 points against; for a bonus card, 5 points for.

PASS-ON HEARTS

(Also called omnibus hearts, New York hearts, Hooligan hearts, and by other names)

In this game the preliminaries are exactly as in regular hearts (Secs. 1 through 3, pages 328 and 329.)

To avoid taking hearts and the queen of spades, but to try to take the bonus card. This may be the eight, ten or jack of diamonds or the eight of clubs, as the players decide.

1
Objects of
the Game

Or, alternately, to try to take all the penalty cards and the bonus card.

Right after the deal each player selects any 3 cards in his hand and passes them to the player at his left without exposing them to the others. A player may not look at the cards passed to him until he has passed on his own 3; nor may he pass on any of the cards that have been passed to him by another player.

2
The Play

After each player has passed on 3 cards and received 3 others to replace them, play begins. Play is exactly as described in regular hearts (Sec 5, page 329).

Each heart scores minus 1 against a player. The queen of spades scores minus 13 against a player.

3
Scoring

Winning all the penalty cards plus the bonus card—a take-all—scores plus 36 for the player who accomplishes this. In a pencil-and-paper score this is handled by adding minus 36 to the score of each other player except the winner of the take-all.

PASS-ON HEARTS

- Variations
- a. Some score the take-all as 26 points instead of 36.

b. Many consider it a take-all when a player manages to take all of the penalty cards, but not the bonus card. The score then is plus 26.

c. Many score the queen of spades as minus 10 with the score of the take-all reduced accordingly.

d. Some prefer the scoring suggestions described in Sec. 5 of black widow hearts, page 331.

4
Game

A pencil-and-paper score is generally kept. When any player reaches minus 50 (or minus 100) the game ends.

The player with the lowest minus, or highest plus, score is the winner. He collects from each other player the difference between their scores. The other players also collect from or pay each other according to the differences in scores.

Below is an example of the scoring. The queen of spades counts minus 13 and a take-all scores 36. Only four deals are shown, the game being incomplete. Each is playing for himself.

Deals	Players			
	A	B	C	D
First deal.....	+7	-14	-9	—
Second deal.....	+2	-32	-12	+10
Third deal.....	-14	-36	-5	+7
Fourth deal.....	-14	-36	+31	+7

First Deal: Player A took the bonus card and 3 hearts. Net score: +7 (+10 - 3).

B took the queen of spades and 1 heart. Net score: -14 (-13 - 1).

C took 9 hearts.

D took no scoring cards.

Second Deal: Player A took 5 hearts. Cumulative score: +2 (+7 - 5).

B took 5 hearts and the queen of spades. Cumulative score: -32 (-14 - 18).

HEARTS

C took 3 hearts. Cumulative score: $-12 (-9 - 3)$.

D took the bonus card. Score: $+10$.

Third Deal: Player *A* took the queen of spades and 3 hearts. Cumulative score: $-14 (+2 - 16)$.

B took 4 hearts. Cumulative score: $-36 (-32 - 4)$.

C took the bonus card and 3 hearts. Cumulative score: $-5 (-12 + 7)$.

D took 3 hearts. Cumulative score: $+7 (+10 - 3)$.

Fourth Deal: Player *C* took all scoring cards. His cumulative score becomes $+31 (+36 - 5)$. The scores of the others remain the same. An alternative way to score would be to add -36 to the scores of the others leaving *C* at -5 .

HEARTS

(Variations)

This is a variation in scoring which may be used in any of the hearts games. Each heart has a certain minus count: ace, -14 ; king, -13 ; queen, -12 ; jack, -11 ; and all other cards their face value.

Spot Hearts

In this game each player makes a bid to name the suit of penalty cards; it may be hearts or any other suit.

Auction Hearts

Each bid is the number of chips the bidder is willing to put into the pool if he is allowed to name the suit of penalty cards. Bidding begins with the player at dealer's left and continues in turn to the left. Each player has only one bid and may pass if he chooses. Every numerical bid must be higher than a preceding one.

When the bidding is over, the highest bidder places the chips that he bid into a pool and then names the penalty suit. (It is not named during the bidding.) The play otherwise is as in regular hearts. The jack-pot method of settlement is used (see Sec. 6*b*, page 330).

If no one wins in the first deal, the successful bidder of the first deal also names the penalty suit for the second deal.

HEARTS (*Variations*)

This process is repeated until someone wins the pool. After the pool has been won, there is bidding again to name the penalty suit.

**Joker
Hearts** In this variant the deuce of hearts is taken out of the deck and replaced by the joker. If no joker is available, the deuce of hearts is retained as a joker. The joker ranks between the ten and jack of hearts.

The joker wins any trick on which it is played in suits other than hearts. If another player discards a heart to a trick, then the holder of the joker may also discard it as a heart, even if he is able to follow suit to the original lead. If the other player's heart is higher than the ten, that player must take the trick, his heart then being in effect a sort of superior joker.

Example: Player *A* holds the joker. *B* discards a queen of hearts on a lead of another suit. In that case *A* may drop his joker on the trick and *B*'s queen becomes a superior joker and he must take the trick.

But if *B*'s discard had been, for instance, a nine of hearts, the play of the joker would force *A* to win the trick.

In scoring the joker counts 5 points *against* the player taking it.

**Hearts with
a Widow** In this variant a widow is always dealt face down, even when the cards can be dealt out evenly to all players.

(Also known as heartsette) If four play, the deuce of spades is removed, leaving 51 cards. Each player gets a hand of 12 cards, and the remaining 3 become the widow.

Winner of the first trick also takes the widow and may look at it but not show it to the others. Otherwise, the play is exactly as in regular hearts.

**Domino
Hearts** In this variant each player receives a hand of 6 cards. The remainder of the deck is placed face down as a stock from which players will draw.

Play is as in regular hearts, except that when a player cannot follow suit, he continues to draw cards from the top of the stock until he is able to do so.

HEARTS (*Variations*)

When a player gets rid of all of the cards in his hand, he drops out of play. The others continue play until only one player holds cards. That player must take any of the stock left, and each player then counts his own scoring cards.

When any player reaches 31 (or 61) points, the player with the lowest score is considered the winner.

In this game for two players, 13 cards are dealt to each. The remainder of the deck is placed face down as a stock from which the players will draw.

Two-
handed
Hearts
(Draw)

Nondealer makes the first lead, and play is as in regular hearts. But after each trick, which consists of 2 cards, the winner draws the top card of the stock, and opponent takes the one under it, so that each has a hand of 13 cards again.

This procedure continues until the stock is exhausted, after which the hands are played out. The player taking fewer penalty cards is the winner by the difference between his count and opponent's. If the play is for game, then the difference between the scores for each hand is put down under the loser's name.

When either player reaches 50 (or 100), the player with the lower score wins. If both reach game in the same deal, the player with the lower score wins.

ADDITIONAL RULES FOR ALL HEARTS GAMES

Any of the following situations is a misdeal and calls for a new deal by the player next in turn to the left:

IN THE DEAL

1. If it is discovered before the last card has been dealt that the deck had not been cut.
2. If a player, before playing a card to the first trick, discovers that he has an incorrect number of cards.
3. If a card is exposed.
4. If the deck is discovered to be imperfect. All previous scores made with that deck stand.

AFTER THE DEAL

1. If a player discovers he has an incorrect number of cards after he has played to the first trick, he must play out his hand and is forced to take the last trick of the game whether he wins it or not. If more than one player has an incorrect hand, play is called off, and there is a new deal by the next player in turn.

2. If a player neglects playing to a trick, he is compelled to take the last trick of the game whether he wins it or not.

3. If a card is led out of turn, the player must take it back unless all others have played to it. The player at the offender's right may require the offender in his proper turn to lead or not lead hearts.

4. If a player plays out of turn, he may be asked to take the card back. The player at his left then may require the offender, when his proper turn comes, to play his highest or lowest of the suit led or to refrain from discarding a heart. Offender cannot be forced to revoke.

5. If a player exposes a card, except when playing it to a trick, it must be left face up on the table, and the situation is handled as in (4) above.

6. If a player does not follow suit when able to, it is a revoke, also known as a "reneg." In informal play it is customary to allow him to correct his error if it is discovered before the trick is turned over. Players who played after him take back their cards and substitute others if they

HEARTS' RULES

like. The penalty for a revoke when strictly enforced is that the player is charged with all the penalty cards. If the jack-pots method of settlement is used the offender pays the losses for all players. If two or more players revoke, they divide the penalties equally.

7. If a player looks at any turned trick, except by permission or to check an irregularity, 5 points are charged against him.

SOME TIPS ON PLAY

It is best to get rid of high cards as soon as possible. Intermediate cards (eight, nine, ten) are dangerous after the first round of a suit has been led.

The ace and king of spades are dangerous in black widow hearts. It is often more important to discard these in the early stages of play than to discard hearts. High hearts should be discarded as soon as possible, but low hearts are not very dangerous and can be used as leads to force players with high hearts to win heart tricks.

Spades should be led at every opportunity in black widow hearts until the queen of spades has been played ("smoked out"). Naturally a player should not lead a king or ace of spades, on which the queen may be dropped, or lead the spade suit if he holds the queen inadequately protected.

Other good leads are short suits, so as to develop the opportunity for discarding as early as possible on leads by other players in that suit.

When some player appears to be maneuvering for a take-all, at least one of his opponents should take a trick containing penalty cards, even if it is a trick he would not otherwise have to take.

To recognize a hand that has a good chance for a take-all requires experience. It is generally wise not to try for a take-all unless the hand shapes up as an absolute certainty to do so, as the penalty score in case of a failure is great.

PROGRESSIVE HEARTS

This is managed generally as in progressive euchre (page 284). Only one deal is played to a table. The winner of the fewest hearts between the two gentlemen and the winner of the fewest hearts between the two ladies progress.

FOUR JACKS

*(Also known as polignac,
four valets or no-jacks)*

A 32-card deck is used in this game, made up by stripping out all cards below the seven. The remaining cards rank as in regular hearts.

From four to seven make the best game. The deck must be dealt out evenly, and if it will not do so, sevens are stripped out as necessary; the seven of hearts last. The cards are dealt out 2 at a time; or 3 at a time; or 2, then 3.

The object of the game is to avoid taking any jacks. The jack of spades (polignac) counts 2 points against the player taking it, other jacks counting 1 each against.

The play is as in regular hearts (Sec. 5, page 329).

Game may be set at 10 points. When a player reaches that score, the one with the lowest score is the winner. Each player collects according to the difference between his score and that of any player with a higher score.

A sort of take-all may be played, known as a "general." If a player thinks he can take all tricks, he must announce so before play begins in order to score a bonus for it. If he succeeds, he gets no score but 5 points is added to the score of each other player. If he fails, the scoring is as usual.

In a variation, the queen of spades counts 2 points bonus. Some play that the queen of spades is a bonus card only when it is in a trick with a jack of spades.

SLOBBERHANNES

The object in this game is to avoid taking the first trick, the last trick or a trick containing the queen of clubs. A player is charged 1 point for any of these that he takes, and if he takes all of them, he is charged 4 points instead of 3. There is no take-all score.

The players, deck and deal are as in four jacks. The play is as in regular hearts (Sec. 5, page 329).

TWO-TEN-JACK

1
Players The best game is for two as described; but three or four may play.

2
The Cards Hearts are always trumps. The cards rank as follows: ace (high), king, queen, jack, ten, nine, eight, seven, six, five, four, three, two (low). But the ace of spades is always the highest card, ranking ahead of the ace of hearts, and may be used as a trump. The ace of spades is also known as "speculation."

3
The Deal Players cut for deal, high cut dealing. Each player is dealt 6 cards, 1 at a time per round, beginning with nondealer.

The remainder of the deck is placed face *up* to form a stock from which the players will draw. But it may also be played with the stock face down. The turn to deal alternates in subsequent hands.

4
Objects of the Game To take certain cards which count plus for a player. To avoid taking certain cards which count minus against a player.

TWO-TEN-JACK

Nondealer leads any card and dealer plays to the trick, which consists of 2 cards.

5 The Play

A player must follow suit if able to. If he cannot follow suit, he *must* trump. If he cannot follow suit or trump, he may play any card.

The higher card of a suit led wins the trick. If there is one trump in a trick, it wins; if there are two trumps, higher trump wins.

When a trump is led, the holder of the ace of spades may play it to the lead or not as he chooses. But when the lead is a spade, the holder must play it to the trick if he has no other spade.

The winner of a trick leads to the next. But before he does so, he draws the top card of the stock, and loser draws the card under it. Play continues in this fashion until the stock is exhausted, after which the hands are played out.

Players score as follows for certain cards won in tricks:

6 The Scoring

For the ♥ 2, ♥ 10 or ♥ J.....	+10 points each
For the ♥ A, ♥ K or ♥ Q.....	+5 points each
For any other ace, king, queen or jack.....	+1 point each
For the ♠ 2, ♠ 10, or ♠ J.....	-10 points each
For the ♠ A, ♠ K or ♠ Q.....	-5 points each

At the end of a hand, each player determines his net score, plus or minus. If he totals more plus than minus points, he will have a net plus score; but if he has more minus points than plus points, he will have a net minus score.

Game may be set at 25, or more, with the player first reaching the agreed total considered the winner. Or, game may be set at -25, or more, ending when either player reaches that figure. Opponent is considered the winner.

The three of clubs is taken out of the deck. Each player receives 6 cards in the deal. The winner takes the first card of the stock, and the two others draw the next cards in turn.

7 For Three Hands

TWO-TEN-JACK

Otherwise, scoring and play are as in the two-handed game. The turn to play goes to the left, as does the deal.

8
For Four
Hands

The full deck is used. Each player receives a hand of 6 cards. The turn to play and draw goes to the left.

PINOCHLE AND RELATED GAMES



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SOMETHING ABOUT THE GAME

According to most accounts, pinochle was brought to the United States by German immigrants during the latter part of the nineteenth century. Its original form probably was a two-handed game played with a 64-card deck in the style of bezique.

The earliest spelling of the game was "binocle," but as the German B is closer to our P, the pronunciation and subsequently the spelling of the game underwent a change with its Americanization. At some later time, the h crept into the spelling and remained there.

Though all the games of this group are pinochle games and played with the same kind of deck, there are nevertheless marked differences among them.

The popularity of two-handed pinochle is on the increase as is that of standard partnership pinochle—long a home favorite. Auction pinochle with a widow is generally considered the best of all three-handed card games. A comparative newcomer is check pinochle. This game for four hands incorporates some of the features of partnership play that intrigue the bridge player and is making a strong bid for supremacy among the many entertaining members of the pinochle family.

STANDARD TWO-HANDED PINOCHLE

The regular pinochle deck contains 48 cards consisting of the following, two of each denomination in spades, hearts, diamonds and clubs: 8 aces, 8 tens, 8 kings, 8 queens, 8 jacks and 8 nines.

1
The Deck

If no regular pinochle deck is available, two standard 52-card decks can be used to make up a pinochle deck according to the plan above.

STANDARD TWO-HANDED PINOCHLE

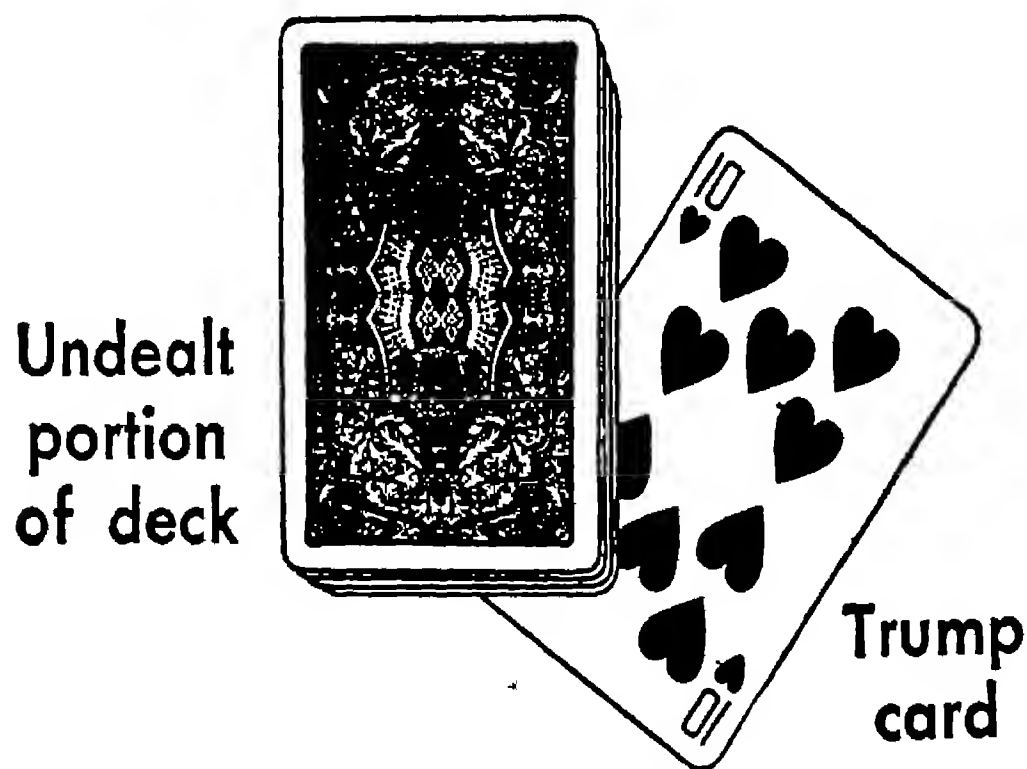
2
Rank of Cards—
Rank of Suits Ace is highest in rank of cards, followed by ten, king, queen, jack and nine in that order.

Note: If two cards of the same denomination and suit are played to a trick, the one played first is considered to have higher rank.

3
The Deal The players cut cards for the deal, and the highest card (according to the rankings above) deals. Tie cards cut again.

Either player may shuffle the deck, the dealer shuffling last. Opponent cuts the deck, leaving at least 5 cards in each portion of the divided deck.

Twelve cards are dealt to each player, 4 at a time face down, and the next card (twenty-fifth) is turned face up. The suit of this card is the trump suit for the deal. The remainder of the deck is placed face down on top of the



trump card, but in such a manner that the denomination and suit of the trump card show clearly. The remainder of the deck, stock or "talon," is to be used in play.

Some prefer that the stock be divided equally with the top half belonging to nondealer and the bottom half to dealer.

4
Objects of the Game To score points for holding certain combinations of cards known as "melds" (see Sec. 8 below). And to score points for certain counting cards won in play.

STANDARD TWO-HANDED PINOCHLE

The dix (pronounced *deece*) is the nine of trumps. If the twenty-fifth card turned up for trump is the dix, the dealer scores 10 points automatically. But if it is a card of another denomination, a player holding a dix may exchange it for the turned card, leaving the dix exposed under the stock. This exchange may take place after a player has won a trick and is made as a meld (see The Play, Sec. 6 below). The player scores 10 points for the exchange.

The player holding the other dix may score it as 10 at any time later by simply announcing it after he wins a trick.

5
The "Dix"
(Deece)

A player may not score 10 for the dix if he scores for another meld in the same turn of play. A dix may not be played to a trick and also scored for in the same turn. Most players allow the exchanged card to be used in a meld at once and some allow a score for the dix at the same time.

a. Dealer's opponent begins play by leading any card. Dealer then plays a card which completes the trick.

b. The second player to a trick need not play a card of the same suit and may play a trump if he chooses, even though he has cards in the suit led.

c. A trick is won in one of the following ways: (1) by the higher card if both are in the same suit; (2) by the card first played if both are in the same suit and the same denomination; (3) by a trump if the other card played is in a plain suit; (4) by the card first played if the second card is in some other suit and is not a trump.

d. After a player wins a trick, he places it face down in front of him and adds others to the same pile as he wins them. The winner of each trick leads any card to the next trick.

e. Before leading to the next trick, the winner draws a card from the top of the stock, and his opponent draws the next card under it, so that both players will again have 12 cards each. (Or, each draws from his own stock. See Sec. 3.)

f. Before drawing his card and before leading to the next trick, the winner may make only *one* meld (see Secs.

6
The Play
and Draw

STANDARD TWO-HANDED PINOCHLE

8 and 9 below). The melds are exposed on the table and left there until the stock is exhausted.

A player announces the point value of his meld as he places it on the table. He may make a record of it if he chooses. A simple system of mental tally, however, may be used to record the melds. It works this way: Suppose player *A* melds 40 points. Player *B* then melds 60 points. He does not announce 60 points but says, "I've got 20." The 20 is the difference between his 60 and *A*'s 40. If *A* should then meld 100, he would say, "I've got 80," his meld score minus *A*'s meld score, etc.

g. A player may use any card of a meld and play it to a trick, as it is considered part of his hand.

h. Play continues as in *b* to *g*, until the stock is exhausted. The exposed card under the stock is the last card drawn and many also expose preceding card when drawn. The final chance to make a meld is before the very last draw.

7 The Play Out

a. When the stock is exhausted, each player picks up any of his melds left on the table and places them with the cards in his hand. Play proceeds, but neither player is now permitted to make any further melds. This last stage is known as the "play out."

b. During the play out a player must follow suit if he is able to do so. And he must play a higher trump than the one led if he is able to do so. Otherwise, tricks are won in one of the four ways described in Sec. 6*c* above.

Note: At one time there was a widely followed rule, taken from bezique, that required a player to win a trick if he could in a plain suit as well as in trump.

c. Play ends when both players have no more cards in their hands.

8 The Melds

Following are the melds and their scoring values. The melds are divided into three classes for the purposes of simplified explanation (see also illustrations pages 404-405).

STANDARD TWO-HANDED PINOCHLE

Scoring Value
Points

CLASS A

The A-10-K-Q-J of trumps, known as a "royal sequence," but more usually as a "flush" or "run".....	150
K-Q of trumps, usually known as a "royal marriage" or "marriage in trumps".....	40
K-Q of a plain suit (not trumps), usually known as "common marriage" or simply "marriage".....	20
Nine (9) of trumps (dix).....	10

CLASS B

♠ Q and ♦ J, usually known as a "pinochle"	40
--	----

CLASS C

4 aces, one in each of the four suits, usually known as "100 aces".....	100
4 kings, one in each of the four suits, usually known as "80 kings".....	80
4 queens, one in each of the four suits, usually known as "60 queens".....	60
4 jacks, one in each of the four suits, usually known as "40 jacks".....	40

a. A card used in a meld of one class also may be used in a meld of a different class.

Example: If a player melds a marriage in spades (K-Q), which is in class A, the king could also be melded as part of 80 kings, which is in class C; at the same time the queen could be used as part of 60 queens (class C) and as part of a pinochle (class B) (see also *d* below).

b. A card used in one meld may not subsequently be used in any other meld of the same class. There is, however, one exception: The cards of a royal marriage (K-Q of trumps) may later be used as part of a flush by adding the ace, ten, jack. But if the flush is melded first, the royal marriage is lost and cannot be melded separately. For another example of the rule: If a marriage (K-Q) is melded, neither of these cards could be subsequently used to form a new marriage. But there is nothing to prevent the player

9
Rules for
Making
Melds

STANDARD TWO-HANDED PINOCHLE

from melding a separate marriage of the same kind by using a fresh king and queen as a pair.

c. A player must lay down at least *one fresh card* for each meld he wishes to score.

d. A card cannot be used in more than one meld in the same turn of play, even though the melds would be in different classes.

Example: A player melds 60 queens. He then also melds three subsequent marriages by laying down 1 king at a time (according to rules *a* and *c*). But if he lays down a fourth king, he may not meld both 80 kings and a new marriage; he may meld only one or the other. Should he, however, subsequently draw another king in the same suit as the queen not yet used in a marriage, he could lay it down to meld a fourth marriage.

e. *Note:* The "roundhouse" (see page 359) is not considered as a single meld in two-handed pinochle and thus cannot be scored as 240.

f. If players score for multiple melds, particularly for double pinochle, it is generally required that these melds be made at *one time* in order to score a bonus.

Example: A player may not meld a pinochle in one turn, then another pinochle later on and score a bonus. These melds would count only 40 each.

But a player might meld two spade marriages, then later lay down 2 jacks of diamonds and score for double pinochle.

The bonus scores for melds will be found on page 370, Sec. 3, and under Decuple Melds, page 388.

' 10 Scoring Value of Cards Taken in Play

After the last trick has been played, each player adds up the point value of the counting cards that he has taken in tricks according to the following: any ace, 11 points; any ten, 10; any king, 4; any queen, 3; any jack, 2. There is no score for nines. The very last trick counts 10 points for the player taking it.

An alternate scoring table used by many players runs: any ace or ten, 10 points; any king or queen, 5 points; or, 10 for ace, ten and king. No score for jacks or nines.

STANDARD TWO-HANDED PINOCHLE

The total of all scores made by taking in tricks is always 250 points (240 in cards and 10 for the last trick).

The players add the point total of their cards to the point total of their melds. If the tally for melds is used as described in Sec. 6*f* above, only one player will have a point total for melds.

For simplified scoring, the point total of cards may be calculated to the nearest tenth.

Example: If player *A* scores a total in cards of 138 and player *B* scores 112, *A* receives credit for 140 and *B* for 110.

The player with the highest combined total in card and meld points is the winner for that deal. But many players prefer to continue playing until one or the other reaches a score of 1,000 points which constitutes game. In this case, all melds are scored cumulatively and the mental tally described in Sec. 6*f* is not used.

Tallies may be kept with pencil and paper or with chips. If chips are used, each player receives chips worth 1,000 points before play begins and transfers the number of points he has scored on each deal to a pool. When he is rid of all his chips, he wins.

At any time before play is completed on a hand, a player may declare that he is going out. This announcement means that he now has 1,000 points for game including melds made and cards won in that deal. Play stops, and if the player verifies his claim, he is the winner of the game, even if opponent's score is higher. This makes it necessary to keep mental count of the score.

It is customary among players to continue the game to 1,250 points or 1,500 if neither declares he is going out and both score 1,000 or over when play ends on a hand.

In a convention played by many, the one who announces he is going out must thereafter win a trick. This trick, however, must be won on a lead from his own hand. If he cannot do so, play continues. At the end of play for that deal he wins if he can verify that he has scored 1,000 points or better. But if it should happen that opponent also has

11
Final Tally

12
Going Out
by An-
nouncing

STANDARD TWO-HANDED PINOCHLE

scored over 1,000 points and his final point total is higher, then opponent wins.

When one player announces that he is going out and fails to win a trick on a lead from his own hand, the other player may also make a like announcement if he has reached 1,000 points. He too must win a trick on a lead from his own hand, so that the game in this case ends when either player leads and wins a trick. Otherwise, play continues to the end, and the one with the higher point total wins.

But whichever method of announcement is used in going out, if the count of points reveals that a player does not have at least 1,000 points, he loses. Opponent's score becomes 1,000 regardless of how much below it actually is.

A going-out announcement may not be made after the last trick has been played.

13 Additional Rules the Deal

If there is a deal out of turn, the deal stands, but the next deal reverts to the player whose proper turn it was to deal.

Misdeals may be called for the following:

a. If the deck is found to be imperfect. An imperfect deck is one that has too many cards, too few cards, cards that do not belong there or cards that can be identified from their backs. When the imperfect deck is discovered, play stops at once, and no score is recorded for the deal. But all previous games played with the deck are not affected.

b. If any of the nondealer's cards or those in the deck are exposed. The nondealer may, if he chooses, have the mistake corrected and allow play to continue. If either player exposes his own cards, the deal stands.

c. If either player has an insufficient number of cards. The nondealer may, if he chooses, ask to have the deficiency supplied, and play continues.

d. If either player has too many cards before the first trick has been played.

In case of a misdeal, the same dealer deals again.

ing Play fore the ast Draw

A card found face up in the stock after play begins is simply turned face down and is not moved from its place.

STANDARD TWO-HANDED PINOCHLE

If a player has too many cards, he cannot draw until his hand is down to its right number. He cannot meld until he has won a trick after his hand is regular.

If a player has too few cards, he draws enough cards from the stock to supply the deficiency when his turn comes.

If a player makes an incorrect meld, such as laying down 3 kings and a jack and calling it 80 kings, he may correct it, if he has the right cards in his hand and before he has made a draw from the stock. If he hasn't the right card, he must leave the incorrect meld on the table, but he scores nothing for it. When he gets the card to complete the meld, he may declare it at that time after he wins a trick. If a player makes an incorrect meld and scores for it without opponent noticing it at the time, either player may call attention to the error before the last card is drawn from the stock. The score for the meld is then canceled if the error is established.

In Melding

If a player leads out of turn, he may take his card back without penalty, if it is discovered before opponent has also played. Otherwise, the trick stands, and the player winning the trick makes the next lead and melds and draws as though the lead had been in proper turn.

A Lead out of Turn

If a player forgets to draw, he makes up the deficiency when his next turn to draw comes.

In Drawing

If a player draws 2 (or more) cards from the stock, he replaces the extra cards in their proper order. If he has looked at them, he must show them and his own card to opponent. He then places the extra card (or cards) back in the stock in proper order.

If a player draws out of turn, he may place the card back in its proper order in the stock if he has not looked at it. If he has looked at it, he gives it to opponent but must show the card he is properly drawing. If both players draw the wrong card on the same turn, play continues as though no error had occurred.

If the loser of a trick draws 2 (or more) cards from the stock, he puts them back in their proper order. If he has

TWO HANDED PINOCHLE, 64-CARD DECK

looked at them, he must show them to opponent. Opponent may then look at a like number of cards from the top of the stock when his next turn to draw comes. And he may choose any of those cards for his draw.

If it should happen that on the last draw there are 3 cards left, including the exposed trump card, the winner of the trick draws the top card of the stock while the loser draws the exposed trump card. The remaining card is taken into the hand of the player having the shorter hand after the final meld has been made.

During the Play Out

During the play out, after the last draw has been made and the melds picked up, a player failing to follow suit or to play a higher trump when able to is said to have "reneged." A reneg is established the moment a player takes his hand from the incorrect card that he has exposed and played to the trick.

Opponent may demand in the event of a reneg that cards played in tricks be taken back into the hands up to the point where the reneg was committed and the play then be continued from there. Or, he may enforce a penalty that the offending player may not score any points taken in play.

The above rules also apply if a player fails to play a higher trump than his opponent when he can do so.

TWO-HANDED PINOCHLE WITH A 64-CARD DECK

In this game a 64-card deck is used for play. The deck contains 8 eights and 8 sevens, two of each suit, in addition to the cards that go to make up the regular 48-card pinochle deck.

The eight and seven rank below the nine in the order named and count nothing in score. The seven of trumps becomes the dix instead of the nine.

AUCTION PINOCHLE WITH A WIDOW

Sixteen cards are dealt to each player instead of twelve. They are dealt 4 at a time. The thirty-third card is turned for the trump suit. Play is as in the standard two-handed game. But since there are more cards to remember, it is a more difficult game.

Often a strong player will "spot," *i.e.*, offer a weaker opponent a start of as many as 350 points toward the 1,000 on the condition that he be permitted to play every deal with a hand containing 20 cards to the other's 16. When the melding is finished, he will show his opponent 4 cards and then place them in his trick pile to equalize the hands for the play out.

Another way of spotting is for the stronger player to offer to play and draw with his entire hand of 16 cards open at all times in return for a 75- or 100-point concession toward game.

AUCTION PINOCHLE WITH A WIDOW

The deck and the rank of cards and suits in this game are exactly as described in Secs. 1 and 2, pages 347 and 348.

A table may be made up of from three to five players, but only three play actively in each deal. The other players participate only to the extent of paying to or collecting from the highest bidder on the same basis as his active opponents.

1
The Players

The players cut cards and low cut deals, the others seating themselves according to the rank of their cuts, highest cut at dealer's right. The cards have pinochle rank for cutting. Tied cards cut again.

2
The Deal

AUCTION PINOCHLE WITH A WIDOW

Any player may shuffle the deck, the dealer shuffling last. Player at dealer's right cuts the deck, leaving at least 5 cards in each portion of the deck. If this player refuses to cut, no one else may do so.

Each active player is dealt a total of 15 cards face down, with 3 going to the center of the table, also face down. These cards are called the "widow" or "talon," or "blind," or "kitty." If there are four players to a table, the dealer takes no cards. If there are five players, the dealer gives no cards to himself or to the player at his left. The deal may be made in either of the following ways: (1) 3 cards at a time to each player in the first round, beginning at dealer's left and going to the left. Then 3 cards to the widow. Then 3 more to each player until the entire deck has been dealt out. (2) Or, 4 cards at a time in the first round and then 3 to the widow. After that, two rounds of 4 cards each and then a final round of 3 cards.

In any case the 3 cards for the widow must be dealt on the first round, and no fewer than 3 and no more than 4 cards may be dealt to a player at one time.

The turn to deal passes to the left after every game and goes around the table in rotation to each player.

3 Objects of the Game

To be the highest bidder, name the trump suit and make enough in scoring combinations (melds) and counting cards to fulfill the contract; or, as opponents, to prevent the highest bidder from fulfilling his contract.

4 The Melds

The melds and their values are given in Sec. 8, page 350. The rules for making melds are as follows:

a. A card used in a meld of one class also may be used in a meld of a different class.

Example: If a player melds a marriage in spades (K-Q), which is in class A, the king could also be melded as part of 80 kings, which is in class C, while the queen could be used as part of 60 queens (class C) and part of a pinochle (class B).

b. A card used in a meld of one class may not also be used as part of another meld of the same class. Thus, if a

AUCTION PINOCHLE WITH A WIDOW

marriage (K-Q) is melded, neither of these cards can be used in combination with *one* other queen or king to form a new marriage. There is nothing to prevent the player, however, from melding a separate marriage of the same kind by using a fresh king and queen as a pair.

Note: A flush counts only 150 points. There is no separate score for the royal marriage (K-Q) that it contains.

c. A combination of 80 kings and 60 queens is known as a "roundhouse" or a "round trip." The melds of this combination total to 240 points, 100 points for the four marriages, plus 80 points for the 4 kings and 60 points for the 4 queens.

If, however, the royal marriage is also part of a melded flush, the total for the roundhouse and the flush combined is 350, not 390. The royal marriage which is in the same class as the flush (class A) loses its right to be melded separately.

These are exactly as given in Sec. 10, page 352, with the first-named schedule more commonly used.

5
Counting
Cards—
Last Trick

The bidding begins with the active player at the left of the dealer. The bidding turn then passes to the left and continues around the table in rotation until some player makes a bid that no other player will raise. This ends the bidding. When a player does not wish to bid he passes. A player may not make any bids after he passes.

6
The Bidding

Every bid is considered a contract to score at least the number of points the bidder announces if he may name his own trump suit. He does not name the suit during the bidding, but merely makes a numerical bid. The points bid may be scored either by melds alone, or by counting cards taken in play, or by a combination of both. A player makes a bid by saying, "I bid [naming the number of points]," or by simply stating the number of points, *e.g.*, "250."

The first bid must be a minimum of 250 points. It may be higher if a player chooses. Thereafter every successive bid must be at least 10 points higher than the previous bid

AUCTION PINOCHLE WITH A WIDOW

but may be as much as the player cares to make it. However, each bid must be a number ending in zero, *e.g.*, 260, 270, 290, etc. If all pass, there is a new deal by the player next in turn. (But see also 300 minimum below.)

Some players permit a minimum bid of 200.

Some play that player at dealer's left *must* open with 250 (or 200), but need not look at the widow nor play if he chooses not to: There is no penalty in this case.

290 or 320 Many players use a 290 or 320 convention. This means that if both the first and second players pass, the third player, if he wishes to bid, must say either 290 or 320 or anything higher than the latter figure. He may not say 300, or 310, or anything lower than 290.

300 Minimum Most players now use the 300 minimum. In this convention the player at dealer's left is required to make a bid of at least 300. He may not pass. However, if he makes only the minimum bid of 300 and both other players pass, he may decline to play the hand throwing it in without turning up the cards of the widow. In games where a kitty pool is used (see Sec. 12*f* below), he is required to pay a penalty to the kitty. Where no kitty is used he usually pays no penalty.

If the player who was forced to bid the 300 minimum does turn up the widow, he is considered to have undertaken to play the hand and may concede defeat only as described in Sec. 9 below.

7
Holding—
Naming
Trump

a. When the bidding is over, the highest bidder turns up the cards of the widow so that all players may see them. He may then pick up these cards and add them to his hand.

b. After turning the widow, he places face up on the table any melds that he wishes to score for. But he is not required to show any melds for which he does not wish to score. Opponents do *not* meld but check the totals of the melds bidder claims. Generally it is not permissible to make a written record of the melds.

It is customary with many players to allow a bidder to

AUCTION PINOCHLE WITH A WIDOW

announce his melds without showing them, since the cards must show up eventually in play. But this is a convention that all must agree on beforehand.

c. If the bidder shows melds totaling points sufficient, or more than sufficient, for his bid, he is considered to have fulfilled his contract. *He need not play—even for 1 trick* (see also Sec. 8 below).

d. At any time during the melding the bidder announces what the trump suit is to be, or it may be indicated when he melds a dix (nine of trumps), royal marriage or flush.

e. Bidder is not usually required to have any meld in the suit he declares trump.

When the melding is over, the bidder must discard 3 cards, placing them face down in front of him to begin his trick pile. This is known as “burying” or “laying away.” The point value of the cards he buries will count for him in scoring. Cards in the widow that are useful to the bidder are known as “buys.”

8
Discarding
—Burying

Bidder need *not* show or identify the cards he buries.

Note: Many players still follow an old rule that if a bidder buries any trumps, he must announce the number he is putting away though he need not identify them. This point should be settled before play begins and is a rule only if all players agree to it.

Bidder may *not* bury any card he has used in a meld. He may, if he chooses, bury trumps or any other cards provided that they have not been used in a meld.

Bidder may change his melds, the cards he buried or the trump suit at any time *before* he leads a card to the first trick.

Even if bidder buries enough points in cards which, added to his melds, fulfill the bid, he *must win* at least 1 trick in play to claim the contract. However, many permit him to claim the contract without winning 1 trick. This is a point which should be settled beforehand.

Bidder may at any time, after looking at the widow and *before leading to the first trick*, concede that he cannot make

9
Conceding

AUCTION PINOCHLE WITH A WIDOW

enough points in melds and play to fulfill his bid. He may throw in his hand without playing and pay off to all players as indicated in Sec. 12*c* below. There is a new deal after this.

Opponents may decide between them that they cannot defeat the bidder and may settle with him as though he had fulfilled the contract by actually playing it out. If either defender will not concede, the hand must be played out, unless either revealed some information about his hand. There is a new deal after this.

10 If neither the bidder nor his opponents concede, the play
The Play of the hand begins. Bidder picks up his melds.

Bidder makes the first lead and may play any card he chooses.

a. Each other player in turn to the left must follow suit if he is able to. If he cannot follow suit to a plain (non-trump) lead, he *must* play a trump. But if he can neither follow suit nor play a trump, he may play any card he chooses.

b. A player is not obliged to try to win the trick in following suit to a plain suit lead.

c. When a trump is led, each player in turn *must* play a higher trump than the highest trump played to the trick. This is known as "going over" or "playing over." If a player cannot go over, he may play any trump and if he holds no trumps may play any card.

d. Though a player *must* play a trump when he cannot follow to a plain suit lead, he need *not* go over if the lead has already been trumped. In an older rule, still played by some, a player is required to go over, even to a plain suit lead.

e. A trick containing only plain suits is won by the highest card of the suit led. If a trick contains any trumps, it is won by the highest trump in the trick.

f. If two cards of the same suit and denomination are played to a trick, the one played first is considered to have higher rank.

Example: If *A* plays the ♣A and *B* also plays the ♣A, *A*'s ace is the higher ranking card.

AUCTION PINOCHLE WITH A WIDOW

g. Winner of a trick leads any card to the next trick. Defenders keep their tricks in a common pile. Play continues as described until all tricks have been played.

When play ends, the bidder totals the points of the counting cards in his trick pile (counting 10 for last trick if he won it). The total of all counting cards and last trick must come to 250. He then adds to this the score of his melds. If the total equals, or is greater than, the amount of his bid he has fulfilled his contract.

It is customary among most pinochle players to stop play when either the bidder or his opponents have clearly won enough points in tricks to decide the issue.

But if bidder's final score is less than the amount of his bid, he has failed to fulfill his contract.

The simplest and most satisfactory method of settlement in this game is by chips.

a. If the bidder is successful, he collects the single amount of the score from each opponent and inactive player. He collects only for the amount of his bid, regardless of how many extra points he scores.

In the pay-off in chips any one of several schedules may be used. These usually group bids together in values of 50 as follows: (1) 250 to 290; (2) 300 to 340; (3) 350 to 390; (4) 400 to 440; etc.

Thus a bid of 270 is, for purposes of settlement, the equivalent of 290 (or any other bid in group 1); 310 is equal to 340; 350 is equal to 380; etc.

One popular way is to count any bid in group (1) as worth 1 chip; any bid in (2), 2 chips; any bid in (3), 4 chips; any bid in (4), 6 chips; and rising by 2 in successively higher groups.

Or a bid in group (1) may be counted as 2 or 3 chips with each successive group then being doubled in value.

Other schedules may be used as players see fit.

11
Scoring

12
Settlement
by Chips
The Pay-off

AUCTION PINOCHLE WITH A WIDOW

Double Bate *b.* If the bidder fails in his contract after deciding to play, it is known as a "double bate," and he must pay off at twice the single rate.

Single Bate *c.* If the bidder concedes defeat without playing, he pays off at the single rate—single bate.

Double Spades *d.* It is now the general custom to double all settlements when spades are trumps. A single bate would be double its normal value, and a double bate, four times a single bate. A player does not pay off at double spades in conceding, even though he may have named spades as trumps, provided he has not led to the first trick.

Triple Hearts *e.* Some players triple all settlements when hearts are trumps, but this must be agreed upon beforehand.

Kitty *f.* Many use a kitty pool which may be paid to or collected from in addition to settlements among players.

The kitty may be used in any of the following ways:

If the 300 minimum convention is used, a player who is forced to make the minimum bid but does not wish to play his hand puts a chip into the kitty.

If a player suffers a double bate, he must also pay at the rate of a double bate to the kitty; but if he is successful, he collects only at the rate of a single bate.

Many do not have a pay-off or collection from the kitty at bids under 350. Some require that a player pay to the kitty when unsuccessful at any bid, but that he may not collect at a bid under 350.

The kitty is divided equally among all players when the game breaks up or any player leaves. But all must contribute equally to the kitty if it does not have enough chips to pay a player.

Bonuses *g.* By agreement, players may set certain bonuses. A common one is for each to pay an extra chip to the bidder if he melds 100 aces without using any cards of the widow. The bonus is paid only if he is successful in making his

AUCTION PINOCHLE WITH A WIDOW

contract. The bidder is said to have the aces "in the mitt." The bonus for aces may also be graduated so that an extra chip is paid at each 50-point level beginning at the minimum bid. This is known as "graduated aces."

Some set a 2-chip bonus for bidder melding a double pinochle if he is successful in his bid.

Some set a 3-chip bonus for bidder melding a double flush if he is successful in his bid.

If a pencil-and-paper score is kept, it is usual to drop the terminal zeros when scoring so that 350, for example, becomes 35.

13
Game
Score

The successful bidder is credited with the amount of his bid in points, and if he is unsuccessful, each opponent scores double the amount of the bid, except when he concedes, in which case they score only the single amount of the bid.

Game may be 300, 500 or 1,000 points. Bidder always has the right to count his points first. But if both of his opponents score enough for game in the same deal through defeating the contract, the first to declare correctly that he has reached the game total wins. If he does not call out correctly, he loses any score for that deal.

If no player declares out, game is continued to some higher total. A player cannot go game unless he does so as a successful bidder or by declaring out.

A deal out of turn must be stopped before a card is led to the first trick.

14
Additional
Rules

It is a misdeal if dealer neglected to have the cards cut; if more than 2 cards of any hand are exposed; if a card in the widow is exposed; if the widow is not dealt in proper order; or if the deck is discovered to be imperfect. But all scores previously made with this deck stand.

In the Deal

If a misdeal is called, the same dealer deals again.

If a player other than dealer exposes any of his own cards, the deal stands.

If a player has fewer than 15 cards, he may make up the deficiency by drawing cards from the hand (or hands)

Irregular
Hands

AUCTION PINOCHLE WITH A WIDOW

having too many, regardless of whether he or any other player has looked at his cards.

But if the error is not discovered until after the cards of the widow have been turned up, the bidder is not required to play, but fulfills his contract automatically if his opponents' hands are irregular and his is not. Some prefer the rule that the hands be adjusted to their proper number and that the bidder play out the hand. If he is successful, he collects; but if he fails, he is not considered to have gone *bate*, and there is no paying or collecting.

If it is discovered that bidder's hand is irregular after the cards of the widow have been turned up, he is considered to have automatically gone *double bate*, and the hand is not played out.

In the Bidding

There is no penalty for a bid out of turn or for bidding after passing.

If a player makes a bid that is insufficient, he must correct it to a higher bid. He may not pass.

In Handling the Widow

No player, active or inactive, may look at or expose any of the cards of the widow until the bidding is over. If a card of the widow is exposed, one of two courses may be followed:

a. The last bid before the exposure becomes the final contract;

b. Or, the player who exposed the card must pay to each nonoffender the value of the last bid, and there is a new deal.

In Melding and Burying

If bidder changes any of the cards that he buried, after picking up his melds, an opponent may demand that melds be shown again. Bidder may not change any of the cards that he buried or add a meld after playing to the first trick.

If it is discovered after play begins that bidder has buried an incorrect number of cards, he goes *double bate* automatically without further play.

Melds that have been counted incorrectly may be corrected at any time before settlement is made. Bidder may discover he has undervalued his melds or opponents may

AUCTION PINOCHLE WITH A WIDOW

discover he has overvalued them. In either case an adjustment is made in the score.

If bidder has been permitted to announce a meld without showing it, and it has been accepted by opponents, he may not revise its value upward after play begins.

But if bidder makes an incorrect meld, such as calling 3 kings and a jack 80 kings; or only 3 queens 60 queens; it is too late for him to make a correction after play begins. He loses the value of the meld.

If bidder neglects to name or indicate the trump suit before play begins, opponents must ask what it is. Otherwise, they are considered to have "reneged" (see below) if they do not play a trump when it is called for. But some follow a rule that either opponent may name trump.

*Naming
Trump*

If either defender exposes a card, except when playing it to a trick, bidder is considered to have fulfilled his contract and the game ends, and both defenders must pay. This rule applies from the moment highest bidder is established.

*Exposing a
Card*

If a card of a hand is exposed during the bidding, there is a new deal, unless the player announces that he wants to let the deal stand. In this case, each player gets one more turn to bid.

If the bidder concedes at any time after any cards have been played to the first trick, he must pay for a double bate.

In Play

If a player commits any of the following irregularities in play, he has revoked (reneged).

- a. Failing to follow suit when able to.
- b. Failing to play a trump, if he holds any trumps, when unable to follow suit to a plain suit lead.
- c. Failing to play over when a trump is led (unless, of course, he is unable to do so).

A renege is established the instant a player exposes the illegal card.

If the bidder reneges, he goes double bate without further

AUCTION PINOCCHLE WITH A WIDOW

play. If a defender renegs, the bidder wins. But some prefer in such case that the hand be played out; bidder collects if he wins, but does not pay if he loses.

If a defender leads or plays out of turn, bidder wins without further play. There is no penalty if bidder leads or plays out of turn.

An offense committed by either defender obligates both to pay, unless it has been agreed beforehand that only offender pays all losses.

Looking Back at Cards Played

A player may not pick up any cards already taken in tricks and look at them except the ones of the trick just played, or except for the purpose of checking for an irregularity. The penalty that may be enforced makes the offender, if he is bidder, liable to lose his contract. If the offender is a defender, the contract may be considered as won.

Inactive Players

Inactive players should refrain from calling attention to irregularities. If they call attention to irregularities, the penalty for the irregularity is applied, unless defenders wish to waive it in the interests of fair play.

Improper Comments

Active players should refrain from making remarks or gestures intended to mislead an opponent or aid partner. If this results in giving partner information helpful in defeating a contract, bidder may properly demand to be paid without further play.

15

Variations Open Widow

In this variation all the cards of the widow are dealt open, and each player gets only one bid.

Partly Open Widow

In this variation 1 or 2 cards of the widow are exposed, but players may continue to bid until no one will bid higher.

DOUBLE-DECK AUCTION WITH A WIDOW

This game is also for three hands and is played as in regular auction with the following differences:

Two pinochle decks with all nines stripped out are shuffled together. Each player is dealt a hand of 25 cards and 5 cards are dealt for a widow, bidder exchanging 5 cards from his hand.

The bidding starts at 650, and bids must rise by 10 or 50.

The total that may be made in counting cards is 480, and last trick counts 20.

The decuple method of scoring for melds is used (see page 388).

STANDARD PARTNERSHIP PINOCHLE

The deck and the rank of cards and suits in this game are exactly as described in Secs. 1 and 2, pages 347 and 348.

Partners may be either set, *i.e.*, decided on before play begins, or cut for. If the latter method is used, the players cut, and the two highest cuts are partners against the two lowest. Highest cut is dealer. The cards have pinochle rank for cutting.

1
The Deal

Dealer gives each player a hand of 12 cards, beginning at his left and dealing the cards 3 at a time to a player per round. He turns up the last card to determine the trump suit for the deal.

The turn to deal in subsequent hands goes to the left.

STANDARD PARTNERSHIP PINOCHLE

- 2

Objects of the Game
- The same as in the two-handed game (see Sec. 4, page 348).
- 3

Melds
- The basic melds are exactly as described in Sec. 8, page 350.

In addition, special bonus melds are often used in this game. These are:

	<i>Points</i>
Double flush (two flushes in one hand)	1,500
8 aces (in one hand)	1,000
8 kings (in one hand)	800
8 queens (in one hand)	600
8 jacks (in one hand)	400
Double pinochle (2 ♦ J's and 2 ♠ Q's in one hand)	300

Note: As indicated in the table, these melds must be in one player's hand to score as above.

Other bonus melds will be found under Decuple Melds, page 388.

- 4

The Dix (Deece)
- If the last card that the dealer turns for trump happens to be a nine (dix or "deece") he scores 10 points for it immediately.

If it is any other card, the right to exchange the dix for it begins with the player at dealer's left and goes to the left. When a player makes the exchange, he scores 10 points immediately. The dix is taken by dealer to complete his hand. If dealer holds both dices he scores for both and also takes the turned card into his hand.

Player with the second dix also scores 10 points by merely showing it.

- 5

Melding
- a.

Each player exposes any melds that he wishes to score for. The point total of his melds and partner's are added together and entered as a single score for the partnership. However, players may *not* use each other's cards to make melds. For rules governing the making of melds, see Sec. 4, page 358.

STANDARD PARTNERSHIP PINOCHLE

b. Melds may be made up to the time a card is played to the first trick, but not afterward.

c. Melds, however, are not considered "officially" scored until the partnership succeeds in winning at least *one* trick in play, though that trick need *not* necessarily contain points. If the partnership does not win a trick in play, it scores nothing for its melds.

When the melding is over, players restore the melds to their hands.

6 The Play

Player at dealer's left leads any card to the first trick, and each player in turn must also play a card.

The rules for play are exactly as described in Sec. 10*a* through *g*, pages 362 and 363. A player is required to go over in trump when the rules call for it, even if it means topping a trick already won by partner.

Play continues until all 12 tricks have been played. Partners keep their tricks in a common trick pile.

The score for counting cards is as described in Sec. 10, page 352, the alternate table being more commonly used.

7 Scoring

The score for counting cards is added to that made in melds, each side keeping a cumulative tally.

Game usually consists of 1,000 points, and players can win game only by the "going out" method of announcement described in Sec. 12, page 353.

8 Game

A side may not go out on melds alone, unless the melds are official (see Sec. 5*c* above).

Either player of a partnership may make a going-out announcement. The announcement may be made at any time during the play. If the count is verified, play stops immediately and the announcing side wins. If the count proves to be insufficient, the opposing partnership wins even if its score is under 1,000, and it receives credit for the full 1,000.

If both partnerships reach 1,000 or more in the same deal and neither announces it before the last trick has been played, the game continues to 1,500. A going-out announcement may not be made after the last trick has been played.

STANDARD PARTNERSHIP PINOCHLE

9

Additional Rules

There is a new deal by the same dealer if more than 2 cards are exposed in any one hand or if dealer neglected to have the cards cut.

In the Deal

If any hand is dealt to out of turn, he may call for a new deal, but before he has looked at any of his cards and before the last card has been dealt.

If the deck is discovered to be imperfect, there is a new deal, but all previous scores made with the imperfect deck stand.

If a player is dealt an insufficient number of cards, he draws enough cards face down from the hand that has too many cards.

Irregular Hands after Melding

If a short hand is discovered after melding has begun, the player with the extra cards, if an opponent, gives the player with the short hand the necessary number of cards to make up the deficiency. He may give him any cards he chooses. If one partner's hand is long and the other's short, the short hand draws enough cards from partner's hand, face down, to make up the deficiency.

In Play

If a player exposes a card except to play it, either opponent may call for that card to be played on some trick or may call for the lead of any suit the next time offender or his partner are in the lead. Many, however, prefer the more drastic penalty of not allowing offender's side to score anything on cards in that deal.

A play or lead out of turn is also handled as above.

A player renegs (revokes) when he fails to follow suit when able to; fails to play a trump, if he holds any trump when unable to follow suit to a plain suit lead; fails to play over when a trump is led (unless, of course, he is unable to do so).

A reneg is established the instant a player exposes the illegal card.

For rules covering other irregularities, apply similar ones in auction pinochle with a widow, the two-handed game or bridge.

FOUR-HANDED PINOCHLE, INDIVIDUAL PLAY

Partnership pinochle may also be played with a 64-card deck, including eights and sevens, in which case the seven is the dix. 11
Variet

It may also be played with double or triple decks, in which case the decuple meld scores are used (page 388).

FOUR-HANDED PINOCHLE, INDIVIDUAL PLAY

The general procedure is as in the standard partnership game (page 369), except that each player scores and plays for himself and there are no partners. All the cards are dealt out and the last one is turned for trump.

Player at dealer's left leads to the first trick, and the rules for play are exactly as described in Sec. 10a through g, pages 362 and 363.

Melds are not made until a player has won a trick, after which he makes all melds that he wishes to score. Many play that a player may make only one meld each time he wins a trick. A card played to the first trick may still be used in a meld. A card of a meld may be played to a trick.

Each player scores for his counting cards in addition to melds.

Turn to deal passes to the left.

First player to reach 1,000 points is the winner, and there is no going out by announcing.

Irregularities are handled as in Sec. 9, page 372. The penalties are applied to individual players.

PARTNERSHIP AUCTION WITH A WIDOW

The deck described in Secs. 1 and 2, pages 347 and 348, is used, and the rank of the cards is the same.

1
The Deal Players cut cards, and the two highest cuts are partners against the two lowest. Highest cut is dealer. The cards have pinochle rank for cutting.

Eleven cards are dealt to each player, beginning at dealer's left. They are dealt 1 at a time per round to the left but may be dealt in groups of 3 or 4 at a time. Before the last round is dealt, 4 cards must be dealt face down on the table to form a widow, also known as a "blind" or "kitty."

2
Objects of the Game See Sec. 3, page 358.

3
The Bidding Beginning with the player at dealer's left, each one may make a numerical bid or pass. Some players begin the bidding with dealer. Every bid is considered a contract for the bidder and his partner to score at least that number of points if he may name the trump.

Bidding may start at any level; there is no minimum. Every successive bid must be at least 10 points higher than the previous bid but may be as much as the player cares to make it. However, each bid must be a number ending in zero. The bidding continues until some player makes a bid no one else will raise.

If a player passes, he may not make a bid. If all pass, there is a new deal by the next player in turn.

4
Discarding
—**"Bury-**
 ing" Successful bidder turns up the cards of the widow, shows them to the other players and then names trump. Some players do not expose the widow, but most follow the fore-

PARTNERSHIP AUCTION WITH A WIDOW

going rule. It is not required that a bidder have a meld in the suit he names trump.

He adds the widow cards to his hand and then "buries" (discards) 4 cards from his hand. These are turned face down to begin a trick pile for bidder's side. The cards buried may not include any of those to be used in melds. Many players require that if bidder buries trumps, he must announce the number he is putting away, though he need not identify them. This point should be settled beforehand. Cards buried do not count for the side until it wins 1 trick. But some allow the count regardless.

All players then show and score their melds. The values of the melds are as described in Sec. 8, page 350. But many players also use the bonus table of melds as described in Sec. 3 page 370. The rules for melding are as described in Sec. 4, page 358.

5
Melding

After the melds are scored, play begins with the bidder leading to the first trick. Play proceeds according to the rules given in Sec. 10a through g, pages 362 and 363.

6
The Play

After all the tricks have been played, each side counts the points that it won in counting cards according to the alternate table in Sec. 10, page 352. The side taking the last trick counts 10 points.

7
Scoring

If bidder's side scores at least the amount of the bid after its combined meld and card scores have been totaled together, it is considered to have fulfilled its contract. It then gets credit for *all* it scored, not only the amount of the bid.

If the bidder's side *fails* to score at least the amount of its bid, it has failed to fulfill its contract and is "set back." This means that it loses all scores made for melds and cards in that deal, in addition to which the amount of the bid is subtracted from its game tally. Thus it is possible for a side to go minus.

Example: A side has a score of 200, bids 220 and fails to make its contract. It now has a score of -20 ($-220 + 200$). It is now said to be "in the hole," and the score is circled to indicate this.

PARTNERSHIP AUCTION WITHOUT A WIDOW

Whether or not the bid is fulfilled, bidder's opponents always score the points they made. But they must win at least 1 trick in play to score for melds.

8 Game Game is usually 1,000 points, and the side that reaches this first wins. There is no "going out" by announcing.

The score of the bidding side is always put down first, and if its tally reaches 1,000 officially (having won at least 1 trick), it wins. No further count is put down for opponents.

9 Additional Rules Irregularities are handled as in Sec. 9, page 372. Irregularities concerning the bidding, the cards of the widow and discards are handled as in Sec. 14, page 365.

10 Variations Simplified Scoring Many simplify the scoring and bidding by dropping all terminal zeros, so that a bid of 180, for example, is scored as 18, and 100 (1,000), or 120 (1,200) is game.

Slam or Slide Many score a penalty against a side that takes no counting cards or add it as a bonus to the side taking all the points. This is known as a "slam" or "slide." Some score this penalty or bonus only if a side fails to win any tricks, not only counting cards.

PARTNERSHIP AUCTION WITHOUT A WIDOW (Also known as corners)

The procedure in this game is as described in partnership auction with a widow (page 374), except that no widow is dealt, and each player receives a hand of 12 cards.

Bidding begins with the player at dealer's left and continues until someone makes a bid no one else will raise.

There is no minimum bid and bids may be made in fives.

PARTNERSHIP AUCTION, FOUR-CARD EXCHANGE

It is customary to use informatory bids in this game. Following are some popular ones: A response of an even bid, such as 120 or 140, shows no aces. A response of 195 shows partner 100 aces. A response of 205 tells partner that the bidder holds melds totaling 100 and 1 or more aces. Aces are generally revealed by bids ending in 5.

Otherwise, the rules of partnership auction with a widow apply in bidding, melding, playing and scoring.

Many play the following rules: Bids start at a minimum of 200 and may be raised only by 10. If the first three players pass, dealer must take the bid at 200.

Variations

Only aces, tens and kings are counting cards, and each counts 10 points.

The unit system is often used, so that bids start at 20 and are raised by 1 instead of 10. Counting cards score 1 each instead of 10.

Game is 100 or 120.

Some play that there must be a new deal if any player receives a hand containing 6 or more nines, unless his partner requests that the deal stand.

Six Nines

PARTNERSHIP AUCTION WITH A FOUR-CARD EXCHANGE (Also known as racehorse or airplane)

The procedure in this game is as described in partnership auction with a widow (page 374), except that no widow is dealt.

The minimum bid is 250, and bidding continues around the table until someone makes a bid no one else will raise.

The successful bidder then names the trump suit and passes any 4 cards from his hand face down to partner who must give him 4 in return before looking at the cards passed to him.

ONE-BID PARTNERSHIP PINOCHLE

The players then meld as in partnership auction with a widow. The same rules apply in bidding, melding, playing and scoring.

ONE-BID PARTNERSHIP PINOCHLE

(Also known as firehouse pinochle)

The procedure in this game is as described in partnership auction with a widow (page 374), except that no widow is dealt.

Beginning with the player at dealer's left, each player may make only one bid. Highest bidder names the trump suit.

Otherwise, rules of partnership auction with a widow apply in melding, playing and scoring.

CHECK PINOCHLE

This is the latest development among partnership pinochle games. It promises to establish itself not only as the leading pinochle partnership game but as a serious rival to bridge among all partnership games.

1
The Cards The deck and the rank of cards are exactly as described in Secs. 1 and 2, pages 347 and 348.

2
The Deal Players cut cards, and the two highest cuts play as partners against the two lowest. Highest cut is dealer. The cards have pinochle rank for cutting.

CHECK PINOCHLE

After the shuffle by dealer and cut by the player at his right, each player is dealt a hand of 12 cards, 3 at a time per round.

The turn to deal in subsequent hands goes to the left.

a. To be the highest bidder, name the trump suit and make enough in scoring combinations (melds) and counting cards with partner to fulfill the contract.

b. To earn "check" bonuses as later described. To have a greater number of checks than opponents when the game is over.

3
Objects of
the Game

Player at dealer's left has first chance to bid.

To qualify to bid, *any* player must *hold* a king and queen of the same suit (marriage). No matter what other melds a player holds, and no matter what the strength of his hand otherwise, he may not bid unless he holds a marriage.

4
The Bidding

Numerical bids are made for the right to name the suit that will be trump for the deal. The winning bidder obligates his side to score points in melds and counting cards combined at least equal to the amount of his bid. The bidding turn goes in clockwise rotation, each player bidding or passing. Once a player passes, he may *not* reenter the bidding; *but* until he passes, he may continue to bid in his turn. The bidding continues until someone makes a bid no one else will raise.

The lowest bid is 200. Successive bids must be in multiples of 10, but a player may overcall by as much as he cares to. The trump suit is not named during the bidding.

If the first three players pass, dealer is forced to bid 200 and does not need a marriage for this automatic bid. This is known as being "in the seat." If dealer wishes to make a bid higher than 200, he must hold a marriage. Thus no deal may be passed out.

When the bidding is over, the successful bidder names the trump, and each player shows the melds that he wishes to score according to the values given in the tables in Sec. 8, page 350. The rules for making melds are described in Sec. 4, page 358.

5
Melding

CHECK PINOCHLE

Melds may be made up to the time a card is played to the first trick, but not afterward.

The point total of a side's melds are added together and entered as a single score for the partnership. However, players may *not* use each others' cards to make melds.

There are check bonuses for certain melds, and these will be found in Sec. 7 below. They are entered in a separate check column on the score pad. Actually, checks mean the same thing they do in poker—chips, but it is easier to score them in this game than to pass them back and forth during a deal.

6 The Play

After the melds have been scored, they are picked up and put back into the hands.

The play then proceeds as described in Sec. 10*a* through *g*, page 362, with bidder making the first lead. Hands are always played out, neither side being permitted to concede.

7 Scoring

Each side now goes through its trick pile. The score for counting cards is as described in Sec. 10, page 352, the simplified alternate schedule being used. Last trick counts 10 points.

If bidder's side scores at least the amount of the bid after its combined meld and card scores have been totaled together, it is considered to have fulfilled its contract. It then gets credit for *all* it scored, not only the amount of the bid. In addition, it gets an award of checks according to the amount of the bid.

If the bidding side fails to score at least the amount of the bid, it has failed to fulfill its contract and is "set back." The amount of its bid is deducted from its previous tally, even if it means getting a minus score. The side scores nothing at all for the deal—all melds, checks and other points are canceled.

And finally, opponents score *double* the value of the defeated bid in checks. In any case, opponents score everything they made in the deal whether they beat the bid or not.

CHECK PINOCHLE

Following are the only melds for which there are check awards:

MELD CHECK AWARDS	Checks
A-10-K-Q-J of trumps (flush).....	2
♦ J, ♦ J, ♠ Q, ♠ Q (double pinochle) ..	1
4 jacks, 1 in each suit.....	1
4 queens, 1 in each suit.....	1
4 kings, 1 in each suit.....	1
4 aces, 1 in each suit.....	2
4 queens and 4 kings as a single meld (roundhouse).....	4

BID CHECK AWARDS

For fulfilling bid of	
200 to 240.....	2
250 to 290.....	4
300 to 340.....	7
350 to 390.....	10
400 to 440.....	13 (or 14)
450 to 490.....	16 (or 19)
500 or higher.....	increase by 3 (or 5)

OTHER CHECK AWARDS

For winning all counting cards.....	4
For winning all tricks.....	5

Note: The checks in (brackets) represent alternate awards which speed up the action of the game. Players may readjust check awards to suit themselves.

Game is 1,000 points. The first side to reach that total adds a check bonus of 7 (or 10 or 15, if players prefer higher awards).

8
Game

If both sides reach 1,000 points in the same deal, the bidding side gets the checks for game.

The side with the greater number of checks is the winner by the margin of the difference between the two check totals. It is possible for one side to reach game and still be the loser in checks which determine the final result.

Irregularities are generally handled as explained in Sec. 9, page 372, with these two exceptions:

9
Additional
Rules

CHECK PINOCHLE

a. If any of the first three players bids without a marriage, his side scores nothing for melds or checks, but scores for cards, and the deal is played out at the final contract. Nonoffending side scores everything it makes.

b. If a player renegs (revokes), the usual penalty is to turn the improperly played trick and all subsequent tricks over to nonoffenders. But many play that if offender is a member of the declarer's side, his side has automatically gone *bate* (failed to fulfill its contract). In informal play a rule similar to one in bridge is invoked: The cards in the improper trick are replayed and nonoffending side is given 2 tricks by offender's side.

10 Conventions

Informative bidding conventions are coming into general use, as follows: 210 shows about 100 meld points but no powerful suit; 220, the same in melds as the foregoing, but a good suit; 260 shows 4 aces in melds; 270 shows a flush.

Partner's responses to an opening bid: 210 to show some assisting strength; 220 to show that bidder wishes to name a trump suit of his own; 260 to show 4 aces, as does 310, which promises additional strength.

11 Variations

Some use the following check awards for bids: 200 to 240, 3 checks; with 6 checks for the next 50 points; 10 for the next 50 after that; and then rising by 5 for every subsequent 50.

The award for game is 10 checks, and there is 1 check additional for every hundred points difference between winners' and losers' final scores.

Some also use a vulnerability feature. Until a side scores 600 points, it is nonvulnerable and, if defeated in a bid, is merely set back and scores no checks. After a side reaches 600, it is vulnerable, and the regular double-check *bate* applies.

CONTRACT PINOCHLE

This game, which is for four players in partnerships, uses two bids borrowed from bridge—the double and the redouble. Players unfamiliar with these bids should read the explanation of them given on page 91.

The deck described in Secs. 1 and 2, pages 347 and 348, is used and the rank of the cards is the same.

The arrangement for partners and the deal is as described in Sec. 1, page 369.

Dealer may make the first bid or pass. Each player in turn to the left may make a higher bid or pass.

1 The Bidding

The minimum bid is 100. A player must name his trump suit along with the numerical bid, *e.g.*, 150 spades. Bids must be raised by 10. The suits have equal rank, and the highest bidder is the one who makes the highest numerical bid.

A player may double a bid by an opponent or redouble a double.

A player may bid in the same suit as an opponent or partner provided he makes a higher numerical bid.

A player may reenter the bidding after having passed. The bidding continues until someone makes a bid no one else will raise.

If a player's bid is insufficient, he must make it sufficient.

If all pass without making a bid, there is a new deal by the next player at the left.

The turn to deal in subsequent hands goes to the left.

Only the bidder's side scores melds according to the values given in Sec. 8, page 350.

2 Melding

The rules for making melds are as given in Sec. 4, page 358, with the following exceptions:

CONTRACT PINOCHLE

a. Either player may add a card, or cards, to partner's melds and thus make combination melds. But the rules governing the making of melds in different classes still apply.

Example: A player may add a jack of diamonds to partner's spade marriage and thus score for a pinochle.

b. When each player has completed his melds, singly or in combinations, the bidder may call for his partner to produce a card from his hand (not already used in a meld) which will combine to form a new meld.

Example: Suppose the bidder melds a royal marriage and holds in his hand the ace and jack of the same suit. He would call for the ten of that suit to complete a flush. If partner has that card, he puts it down, and bidder completes the meld. But no more than one card may be called for at any one time.

When bidder calls for a card that his partner does not have, the turn to call passes to partner. When partner calls for a card that bidder does not have, neither may call for any more cards.

Combination melds may be made on melds developed through calling without interfering with partner's right to continue calling for cards.

If the bidder's side melds enough or more than enough to cover the bid, it need not play out the hand. It need not even win a trick to make the melds official.

3 . Bidder, if partner agrees, may concede defeat if he does
Conceding not think his side can fulfill the contract. The hands are thrown in, and there is a new deal.

In this case opponents score one-half the value of the bid if it was undoubled; the full value if it was doubled; and twice the value if it was redoubled. Bidder may not concede after he has led to the first trick.

4 The melds are picked up, each player taking his own
The Play cards. Bidder leads to the first trick, and play proceeds according to the rules described in Sec. 10, page 362.

DOUBLE-DECK PARTNERSHIP PINOCHLE

After all tricks have been played, each side counts the points that it won in counting cards according to the alternate table in Sec. 10, page 352. Last trick counts 10 points for the side winning it.

5
Scoring

If the score for melds and counting cards totals an amount equal to, or greater than, the bid, the bidder's side scores the value of the bid; twice that amount if there was a double; and four times the amount if there was a redouble.

If bidder's side fails to make enough points to fulfill the bid, opponents receive a score for the full amount of the bid, or the doubled or redoubled value.

Neither side scores for any extra points made.

The side that first reaches 3,000 points wins game. There is no going out by announcing.

6
Game

Irregularities in the deal and play are handled as in Sec. 9, page 372, and Sec. 14, page 365.

7
Additional
Rules

DOUBLE-DECK PARTNERSHIP PINOCHLE, ONE ROUND OF BIDDING (Also known as army and navy pinochle)

A double pinochle deck is used in this game with all nines stripped out so that a deck of 80 cards remains.

Players cut for partners, and the two highest cuts play as partners against the two lowest. Highest cut deals.

1
The Deal

The hands may be dealt in one of the following three ways:

a. 18 cards to each, 3 at a time per round and 8 for a widow ("blind" or "kitty").

DOUBLE-DECK PARTNERSHIP PINOCHLE

b. Or, 19 cards to each, 3 at a time, then 4, with 4 for a widow.

c. Or, 20 cards to each, 3 at a time, then 2, with no cards for a widow.

2 Objects of the Game

To be the highest bidder, name the trump and make enough in melds and counting cards to fulfill the contract.

3 The Bidding

Beginning with the player at dealer's left, each player makes a numerical bid in turn or passes. The lowest bid is 500, and bids must be raised by 50. If the decuple system of melds is used, as on page 388, the minimum bid is 200 and successive bids must rise by 100.

Each player gets only one turn to bid. If all pass, there is a new deal.

4 The Melds

The highest bidder turns up the cards of the widow, takes them into his hand, names the trump and makes his melds. The table of melds in Sec. 8, page 350, may be used and also the bonus melds in Sec. 3, page 370. If players choose, decuple bonuses may be used (page 388). Rules for melding are as in Sec. 5, page 370.

Other players then make their melds, and partners enter their combined melds as a single score. Partners may not meld on each other's cards.

The bidder then discards (buries) 4 cards, placing them face down to begin his trick pile. He may not bury cards used in a meld.

5 The Play

Bidder leads to the first trick, and play proceeds according to the rules in Sec. 10, page 362.

6 Scoring

After the last trick has been played and 10 points scored for it, each side totals the points of the counting cards that it took in tricks according to the alternate schedule in Sec. 10, page 352.

If bidder and partner have made points in melds and counting cards combined at least equal to the contract, they score for all points they made.

DOUBLE-DECK PARTNERSHIP PINOCHLE

If they score less than their bid, they are set back, and the amount of the bid is subtracted from their previous score, even if they go minus.

Whether the contract is fulfilled or not, opponents score all that they make in melds and cards, unless they have failed to win at least 1 trick, in which case they score nothing for melds.

Game is 3,000 points (or 10,000 with decuple melds). Players may use the going-out convention as in Sec. 12, page 353.

7
Game

Irregularities are handled as in Sec. 9, page 372, and Sec. 14, page 365.

8
Additional
Rules

Some play that if a widow is not used, the last card is turned for trump. There is no bidding, and play and scoring are as in standard partnership pinochle.

9
Variation

DECUPLE OR BONUS MELDS SIX- AND EIGHT-HANDED GAMES DOUBLE AND TRIPLE DECKS

In order to include a greater number of players and to increase melding possibilities, double or triple pinochle decks are generally used.

If six play in auction pinochle with a widow, a double deck should be used, each player receiving 15 cards with 6 for the widow. If eight play, a triple deck is used, 17 cards going to each player with 8 to the widow. Other games, however, may be played with the double or triple decks.

When double or triple decks are used, the following multiple combinations, known as "decuple melds," are generally scored in addition to the regular melds. But many also use some of these as bonus melds when playing with a single deck. The use of these bonuses must, however, be agreed upon by all players beforehand.

The rules governing the making of melds in different classes (Sec. 9, page 351) also apply to decuple melds. These combinations must be made as single melds.

DECUPLE OR BONUS MELDS

	<i>Points</i>
Double flush.....	1,500
Triple flush.....	3,000
8 aces (2 in each suit).....	1,000
12 aces (2 in each suit).....	2,000
8 kings (2 in each suit).....	800
12 kings (2 in each suit).....	1,600
8 queens (2 in each suit).....	600
12 queens (2 in each suit).....	1,200
8 jacks (2 in each suit).....	400
12 jacks (2 in each suit).....	800
Double marriage (in one suit).....	300
Triple marriage (in one suit).....	600
Quadruple marriage (in one suit).....	1,200
Double pinochle.....	300
Triple pinochle.....	600
Quadruple pinochle.....	1,200
Any 15 jacks, queens, kings or aces.....	3,000

PINOCHLE SOLITAIRE

The object of this game is to get as high a score as possible in melds.

A standard single deck may be used or a 64-card deck, or double or triple decks.

A hand of 13 cards is dealt and the next card turned for trump and partially placed under the remainder of the deck—stock—as in the two-handed game, page 348.

All melds that the original hand contains are scored immediately, using the table on page 351 for a single deck and the decuple table on page 388 for a double or triple deck.

The top card is then drawn from the stock and a card discarded from the hand. Any further melds are then made. This procedure continues until the stock is exhausted.

A trump flush may be melded in one turn for 190 points. Double melds may not be melded at the same time unless the decuple table is used. Otherwise, the melds and the rules for making them are as in the two-handed game.

If a dix is turned up as the trump card, it is scored immediately. If some other card is turned up, the dix may be exchanged for the turned card.

A card drawn and immediately used in a meld may not be discarded until after the next card is drawn.

The deck may be run through again without a shuffle to see if the score can be improved on.

RUNNING A PINOCHLE TOURNAMENT

For the mechanics of running a pinochle tournament see page 28. The same procedure may be used. Following are some general rules:

1. Each player should be familiar with the laws governing the particular form of the game being played and be bound by them. Any questions pertaining to variations must be settled beforehand.

2. Each side keeps its own points score during play. Scores are initialed by players and opponents and turned over to the tournament director at the end of play in each game. He will enter them on a master tally sheet. Any erasure or changes on the score sheets must be made in the presence of the director and initialed by him at the time the change is made.

3. Game is 1,000 points, and winner is the side reaching that amount according to the rules of that game.

4. No player shall play more than one contest in any round against the same opponent unless so instructed by the tournament director.

5. The decision of the tournament director is final in the event of disputes.

PRELIMINARY OR QUALIFYING ROUNDS

1. Three games are played in the preliminary, or qualifying rounds. Winners of two out of three games qualify for further competition. Losers are disqualified for further competition.

2. If there is an uneven number of players, bys are given by the director at his discretion (see page 28).

QUARTER-FINAL ROUND

1. Qualifying players continue play in the quarter-final round until eliminated.

2. Five games are played. Winners of three out of five games qualify for further play. Losers are disqualified for further competition.

RUNNING A PINOCHLE TOURNAMENT

SEMIFINAL ROUND

1. Qualifying players continue play in the semifinal round until eliminated.

2. Seven games are played. Winners of four out of seven qualify for further play. Losers are disqualified for further competition.

FINAL ROUND

1. If there are more than two sides in the final round, they must play one contest against each other. The winner then is the side that won the most games during the tournament.

2. Seven games are played if there are only two sides in the final round. Winner of four out of seven games wins the tournament.

3. In case any ties occur, they are played off on the basis of the best three out of five games.

4. Losing side in the final round is considered to have won second place. Third and fourth places may be decided by play-offs according to (3) above.

SOME GENERAL PINOCHLE TIPS

1. Develop card memory, especially the habit of keeping track of key cards played.
2. Keep a mental cumulative point count of cards taken in tricks.
3. Play a high counting card on a trick that partner is likely to win. This is known as "shmeering" or "smearing" in pinochle jargon, *i.e.*, fattening the trick. This is particularly important in three-handed auction.
4. In three-handed auction there is a convention that calls for a player to play an ace of the same suit on a trick as the ace partner leads (if he holds one). This convention is not strictly followed in four-handed play.
5. Find opponent's weak suit as early as possible and lead him "dizzy" in it forcing him to use up his trumps on low counting cards. But in some hands, of course, a better line of play may be to draw opponent's trumps to protect a good side suit.
6. Be careful about overbidding just to "push" an opponent up. Suppose he passes suddenly and leaves you out on a limb with a weak hand.
7. Expect little from the widow. Buying 1 useful card is hard enough. Experienced players bid close to the values in their hands and not on what they expect to buy.
8. Consider both sides of the question before burying cards. Will they be more useful as cold points in the trick pile or as playing cards?
9. When estimating their prospects in bidding or fulfilling a bid, experienced players figure the counting cards that opponents are likely to win and then consider whether these are enough to defeat the contract.
10. If it will take a lucky break or bad play by opponents to help make the contract, the cagey player will concede for a single bate rather than risk a double bate.

SOME PINOCHLE MATHEMATICS

IN AUCTION PINOCHLE WITH A WIDOW

There are 5,456 total possible ways in which there can be 3 cards in the widow.

If a player needs one particular card, the chances of finding it in the widow are about 1 in 6.

If he can use either 1 of 2 cards, the chances are about 1 in 3.

The chances of finding any 1 of 3 useful cards are about even.

The chances of finding any 1 of 4 useful cards are about 3 in 5.

MISCELLANEOUS

The chances of getting all 8 aces in a four-handed game are 1 in 762,321.

The chances of getting a double flush and 100 aces in three-handed auction are 1 in 41,868,109.

The chances of getting a hand of all 12 of one suit in a two- or four-handed game are 1 in 17,417,133,617.

The chances of getting a double flush in three-handed auction, with the right buys in the widow, are 1 in 37,000.

PINOCHLE TERMS

- BATE** (also spelled "bait" or "bete"): See Sec. 12*b* and *c*, page 364.
- BLIND**: See Sec. 2, page 358.
- BURY**: See Sec. 8, page 361.
- BUY**: See Sec. 8, page 361.
- CHECK**: See Sec. 7, page 381.
- COLOR**: A suit.
- COMBINATIONS**: Same as melds (see Sec. 4, page 348).
- COMMON MARRIAGE**: See Sec. 8, page 351.
- CONCEDING**: See Sec. 9, page 361.
- COUNTER**: Same as Counting card.
- COUNTING CARD**: See Sec. 10, page 352.
- DECLARING OUT**: Same as Going out. See Sec. 12, page 353.
- DECUPLE MELDS**: See page 388.
- DIX** ("DEECE"): Usually the nine of trumps; the seven in the 64-card deck.
- DOUBLE BATE**: See Sec. 12*b*, page 364.
- DOUBLE FLUSH**: See Sec. 3, page 370.
- DOUBLE MARRIAGE**: See page 388.
- DOUBLE PINOCHLE**: See Sec. 3, page 370.
- DOUBLE SPADES**: See Sec. 12*d*, page 364.
- DRAW**: The process of taking a card from the stock. See Sec. 6, page 349.
- EIGHTY KINGS**: See Sec. 8, page 351.
- FOLLOW SUIT**: To play a card of the same suit as the lead.
- FORTY JACKS**: See Sec. 8, page 351.
- FLUSH**: See Sec. 8, page 351.
- GOING OUT**: See Sec. 12, page 353.
- GO OVER**: See Sec. 10*c*, page 362.
- HUNDRED ACES**: See Sec. 8, page 351.
- IN THE HOLE**: A minus score, usually circled on the score sheet. See Sec. 7, page 375.
- IN THE MITT**: See Sec. 12*g*, page 365.
- KITTY**: A pool that players pay to or collect from. See Sec. 12*f*, page 364. Also a term for the Widow. See Sec. 2, page 358.
- LEAD**: First card played to a trick.
- MARRIAGE**: See Sec. 8, page 351.
- MELD**: See Sec. 8, page 351.
- OFFICIAL**: See Sec. 5*c*, page 371.
- OVERCALL**: A higher bid.
- PINOCHLE**: A meld. See Sec. 8, page 351.

PINOCHLE TERMS

PLACES OPEN: The cards a player needs in the widow to help his hand.

PLAIN SUIT: A nontrump suit.

RENEG: See pages 356, 367, 372, and 382.

ROYAL MARRIAGE: See Sec. 8, page 351.

ROYAL SEQUENCE: Same as Flush.

ROUNDHOUSE: See Secs. 9*e* and 4*c*, pages 352 and 359.

ROUND TRIP: Same as Roundhouse.

RUN: Same as Flush.

SHMEER: See (3), page 392.

SINGLE BATE: See Sec. 12*c*, page 364.

SIXTY QUEENS: See Sec. 8, page 351.

SMEAR: Same as Shmeer.

STOCK: The remainder of the deck left after the deal.

TALON: Same as stock. Also used by some players to refer to the Widow. See Sec. 3, page 348, and Sec. 2, page 358.

TRICK: A card played by each player to a Lead.

TRIPLE HEARTS: See Sec. 12*e*, page 364.

TRUMP CARD: The card turned to determine the trump suit.
See Sec. 3, page 348.

TURNED CARD: Same as Trump card.

WIDOW: See Sec. 2, page 358.

BEZIQUE



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BEZIQUE FOR TWO HANDS

(Pronounced beh-zeke)

Bezique is the forerunner of pinochle and has gradually been eclipsed by the mounting interest in the latter game in its many modern variations.

1
The Players

For two hands. In this form, the game in manner of play and scoring strongly resembles two-handed pinochle, and the differences will be explained.

2
The Cards

A 64-card deck is used for play. This is made up by combining two standard 52-card decks and stripping out all cards below the seven. The cards rank as follows: ace (high), ten, king, queen, jack, nine, eight, seven (low). If 2 cards of the same denomination and suit are played in a trick, the one played first is considered to have higher rank.

3
The Deal

Players cut for deal, and high card deals. Each player gets a hand of 8 cards, dealt 3 at a time, then 2, then 3. The next card (seventeenth) is turned face up, and its suit is trump for the deal.

The turn to deal alternates in subsequent hands.

4
Melds

	Scoring value points
CLASS A	
A-10-K-Q-J of trumps	250
K-Q of trumps ("royal marriage")	40
K-Q in plain suits (not trumps)	20
The seven of trumps ("dix")	10
CLASS B	
Queen of spades and jack of diamonds (known as "bezique")	40
2 queens of spades and 2 jacks of diamonds (known as "double bezique" and made as a single meld)	500

BEZIQUE FOR TWO HANDS

Scoring value
points

CLASS C

4 aces of any suits.....	100
4 kings of any suits.....	80
4 queens of any suits.....	60
4 jacks of any suits.....	40

For any ace or ten a player wins in a trick he scores 10 points at once. These are known as “brisques.” For winning the very last trick a player scores 10 points additional. Game is 1,000 points.

5
Counting
Cards—
Game

The objects of the game, the manner of dealing, drawing cards and exchanging for the “dix” are as described in standard two-handed pinochle (Secs. 3, 4, 5 and 6, pages 348 and 349).

6
Objects of
the Game

The manner of making melds during the play is as in two-handed pinochle (Sec. 6, page 349) with the following exception:

The Play

A player need not lay down at least 1 new card to make a meld with cards already on the table. He may announce and show as many melds at one time as he chooses, though he may score for only 1 of them each time he wins a trick.

Note: The double bezique must be made as a single meld.

The manner of play is as in two-handed pinochle (Secs. 6 and 7, pages 349 and 350), with this exception in the play out after the talon is exhausted: A player must try to play a higher card in following a lead in a nontrump suit as well as a trump suit, if he is able to.

As a player wins a brisque he scores for it at once instead of waiting until the end of the hand to count it. As soon as a player reaches 1,000 points, the game ends and he is the winner.

7
Scoring

Irregularities are handled as in two-handed pinochle with this addition: A player who does not play higher to the lead during the play out when able to is considered to have “reneged.”

BEZIQUE FOR THREE HANDS

The deck for this game is made up by using three standard 52-card decks and stripping out all cards below the seven.

The deal is by the high cut. Each player is dealt 8 cards, as in the two-handed game, and the next card is turned for trump.

The turn to play and draw begins with the player at dealer's left and goes to the left. A trick consists of 3 cards, 1 by each player. Before the talon is exhausted, a player may or may not follow suit, as he pleases. After the talon is exhausted a player must follow suit if he is able to and must trump if he cannot follow suit when a nontrump lead is made. He must try to win the trick if he can in following a lead. Winner of a trick leads to the next.

There is also a single meld of triple bezique in addition to those used in the two-handed game, which is worth 1,500 points. Each player scores for himself. Game is 2,000 points.

BEZIQUE FOR FOUR HANDS

The deck for this game is made up by using four standard 52-card decks and stripping out all cards below the seven.

Each player receives 8 cards in the deal, dealt as in the two-handed game, and the next card is turned for trump.

Players may play as partners or individually, each scoring for himself. The turn to play and draw begins with the player at dealer's left and goes to the left. A trick consists of 4 cards, 1 by each player, and the rules governing play are as in the three-handed game. If two play against two as partners, each team scores as a side.

POLISH BEZIQUE

Only the player who wins a trick may make a meld, and only *one* meld may be made at a time. But a player may lay down any melds he has at one time though he may score for only one of them in a turn. A player is permitted to make a meld by combining a card (or cards) from his hand with cards melded by partner.

Triple bezique, worth 1,500 points, may be made only as a single meld. Game is 2,000 points. Irregularities are generally handled as in partnership pinochle (page 372).

BEZIQUE WITHOUT A TURNED TRUMP

This is played as in the regular game, except in the manner of deciding trump, which is not turned. Instead, the first marriage declared and scored decides the trump suit for the deal. There is no score for "dix."

POLISH BEZIQUE

In this game, otherwise played as in regular bezique, the winner of a trick takes any picture cards it contains and any ten of trumps and places these cards face up but apart from any melds. He may use these cards to form separate melds, combining with them any cards in his hand or won in tricks thereafter. But they may *not* be played to tricks again and may *not* be picked up for play after the talon is exhausted.

FIVE HUNDRED BEZIQUE

(Also known as one-deck or French pinochle)

This game differs from regular bezique in the following ways:

A 32-card deck is used, made up by stripping out all cards below seven from a standard 52-card deck. The cards rank as in regular bezique, and the deal is also as in that game (Secs. 2 and 3, page 398).

In addition to the melds of regular bezique (Sec. 4, page 398) there is this one: A sequence of the 5-highest cards in any nontrump suit, worth 120 points. The queen of spades and jack of diamonds are known as a "binage" in this game. But there is no double binage. There is also the rule in melding that a card used in one meld may not be used in another meld even of a different class.

The values of the counting cards are as follows: Any ace, 11 points; any ten, 10; any king, 4; any queen, 3; any jack, 2. Points are not counted until play is over. Each player scores for what he wins. Game is 500 points.

Players may keep a written record of their melds but not of the points they take in tricks until after play is over. When a player believes he has reached a total tally of 500 (or more) points, he knocks on the table. If the count verifies his claim, he is the winner of game even if the other player has more points. If the count does not verify his claim, the other player wins game even if the latter's score is less. The players then start afresh for a new game.

If neither player knocks, and if both are found to have scores of 500 (or over) after play in a deal ends, the game is continued and game becomes 600.

If only one player is found to have a score of 500 (or over) when a deal ends, he is the winner.

In all other respects the rules of regular bezique apply.

RUBICON BEZIQUE

This is a high-scoring game.

It is played with a deck of 128 cards made up by taking four regular 52-card decks and stripping out all cards below the seven.

Two play, high cut dealing. Nine cards are dealt to each player, 3 at a time, alternately, beginning with nondealer. No trump card is turned. Instead, the first marriage declared and scored decides the trump suit for the deal.

In addition to the regular bezique melds (Sec. 4, page 398), there are the following:

	<i>Scoring value points</i>
CLASS B	
Triple bezique (3 queens of spades and 3 jacks of diamonds made as a single meld)	1,500
Quadruple bezique (4 queens of spades and 4 jacks of diamonds made as a single meld)	4,500

There is also a score for an originally dealt hand that contains no picture card (king, queen or jack). This hand is known as "carte blanche" and scores 50 points for its holder, who must show it before play begins. If a player holding carte blanche gets no picture card in the first draw, he scores another 50 points. This continues until he draws a picture card.

It is permitted to break up a meld by playing 1 or more cards from it and then scoring again for this same meld by adding a new card or cards needed to complete it.

There is only one difference in the method of play from that in regular bezique. It is usual for players not to gather tricks they have won that do not contain any brisques (counting cards). When a trick is won containing one brisque (or more), the winner takes all the cards in the pile. If a player neglects to take in a trick containing a brisque, opponent, if he next wins a trick containing brisques, may

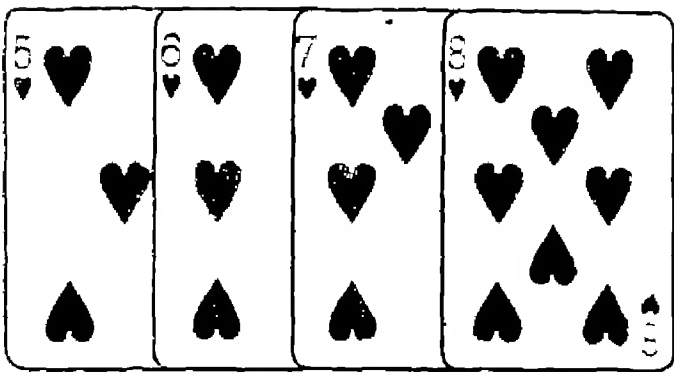
RUBICON BEZIQUE

also take in those overlooked by opponent. He also scores for them.

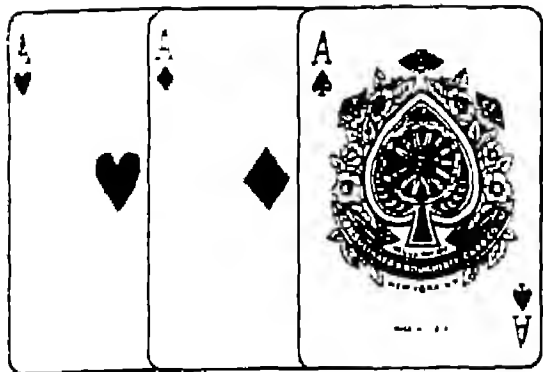
Player having the higher score at the end of each deal wins by the difference between his score and opponent's. If the difference between the two scores is less than 100, the winner gets an additional 100 points. But in any case, the winner also gets a bonus of 500 points.

But if a player should fail to score at least 1,000 points, he is said to have been "rubiconed." He gets no score at all, and the winner receives both scores *plus* a bonus of 1,300 points. If the loser scored less than 100 points, the winner scores as described above *plus* an added bonus of 100 points. Scores are figured in hundreds, and fractions do not count. Brisques are not usually counted in scoring for a deal unless a player can prevent himself from being rubiconed by counting brisques. If one player counts brisques, the other may also do so.

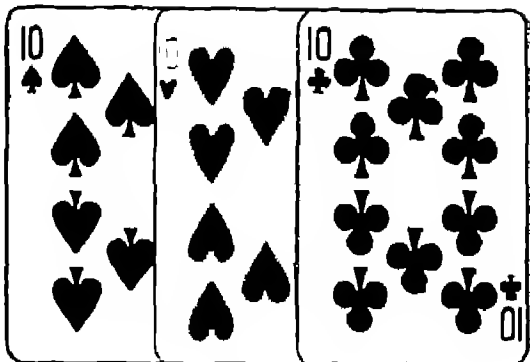
A "Gin" Hand



Sequence

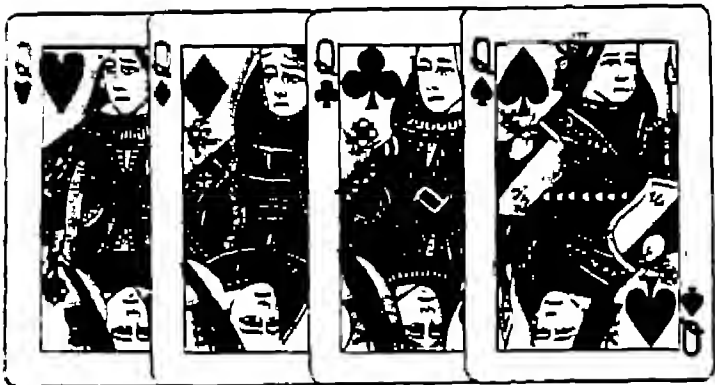


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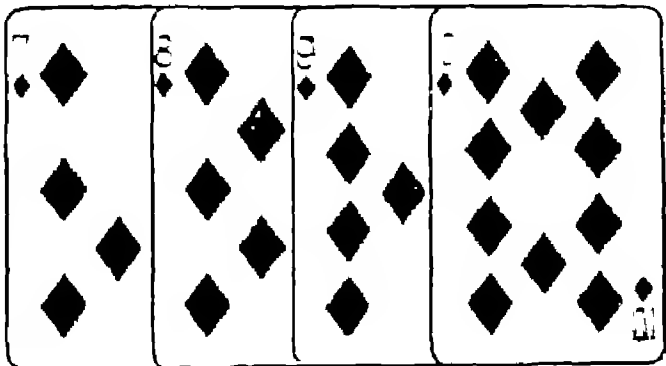


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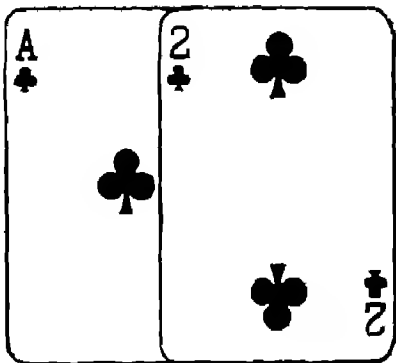
"Going Down" with 3 Points



Set

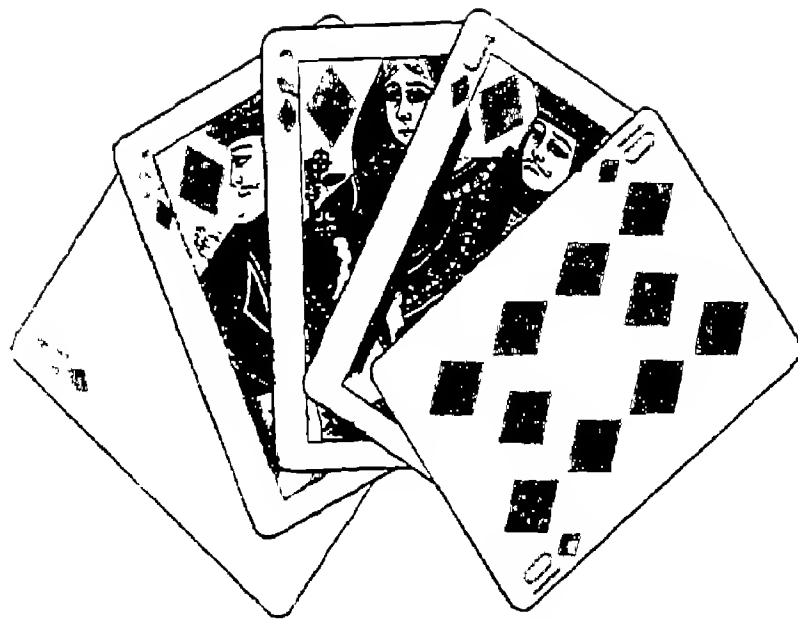


Sequence

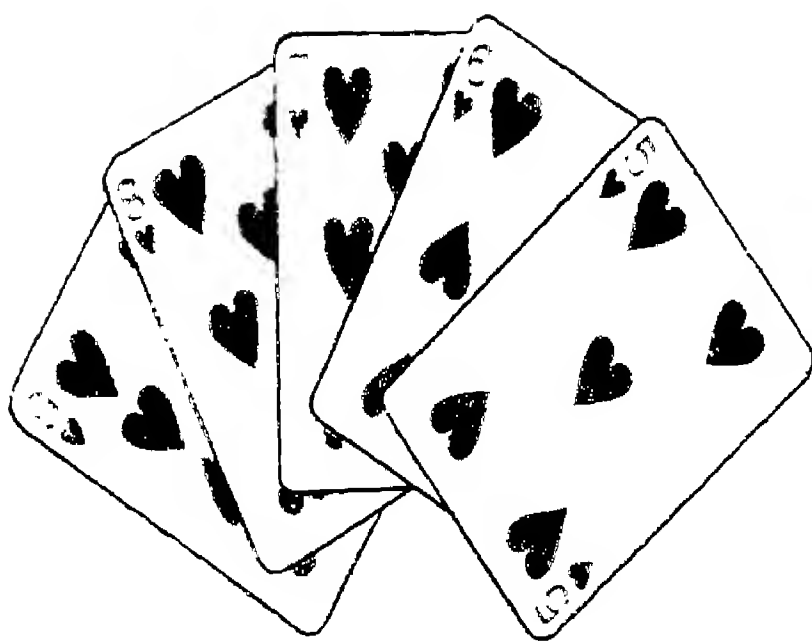


Unmatched

RUMMY



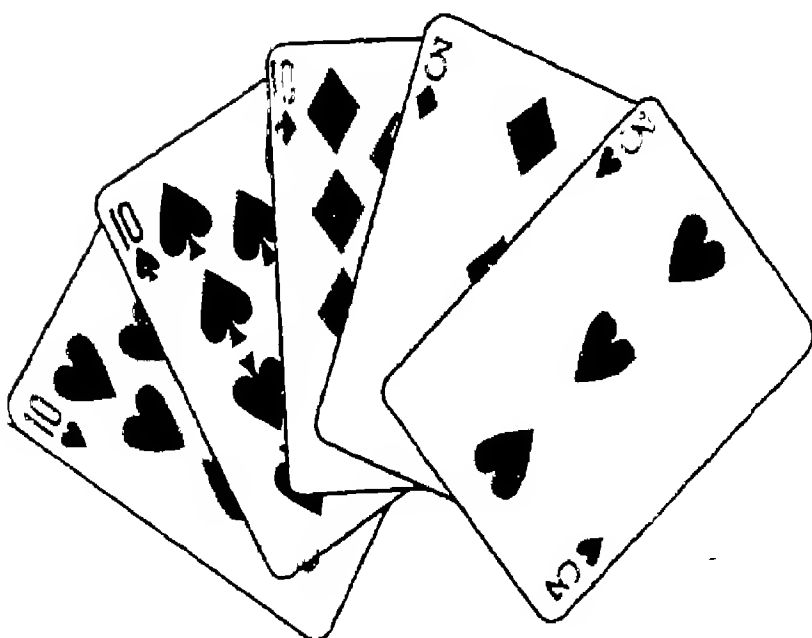
1. Royal Flush



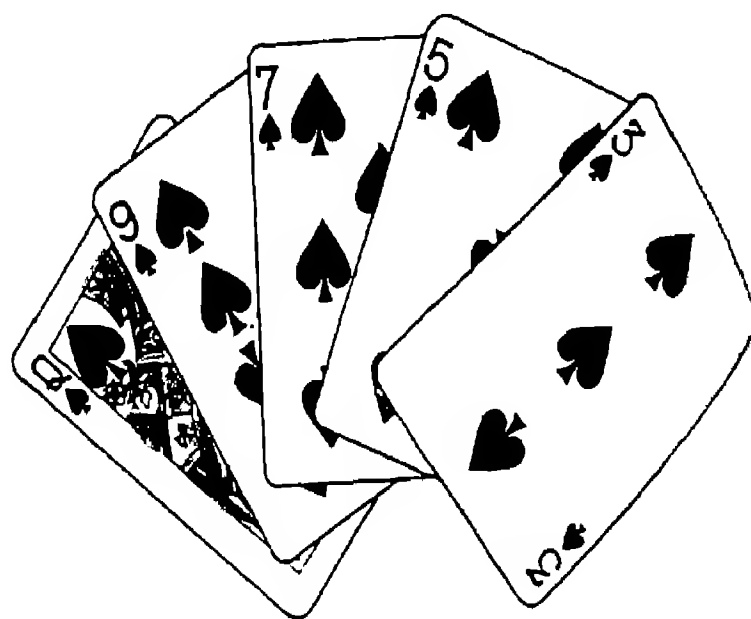
2. Straight Flush



3. Four of a Kind

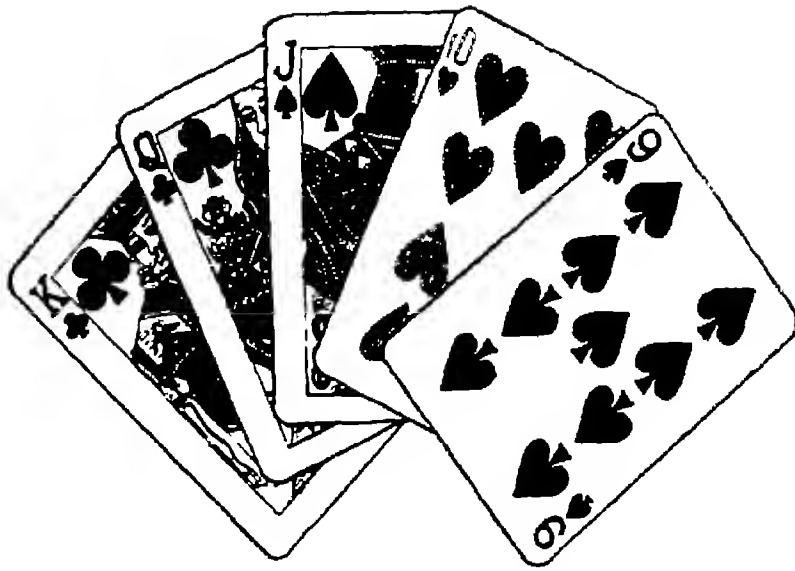


4. Full House

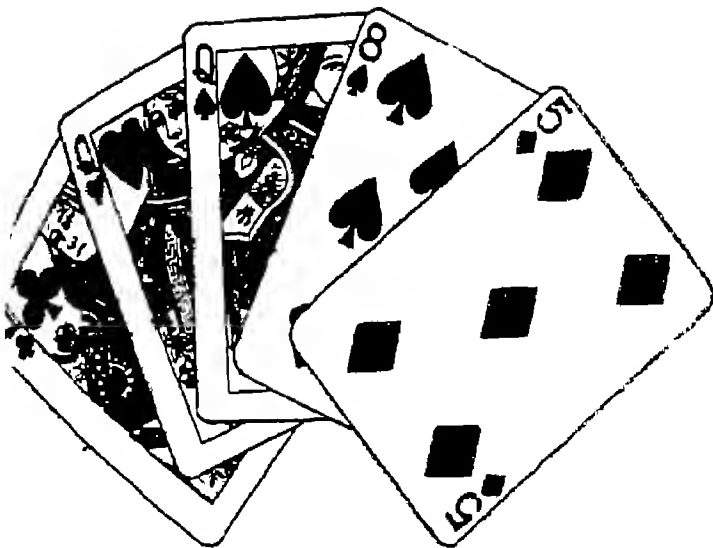


5. Flush

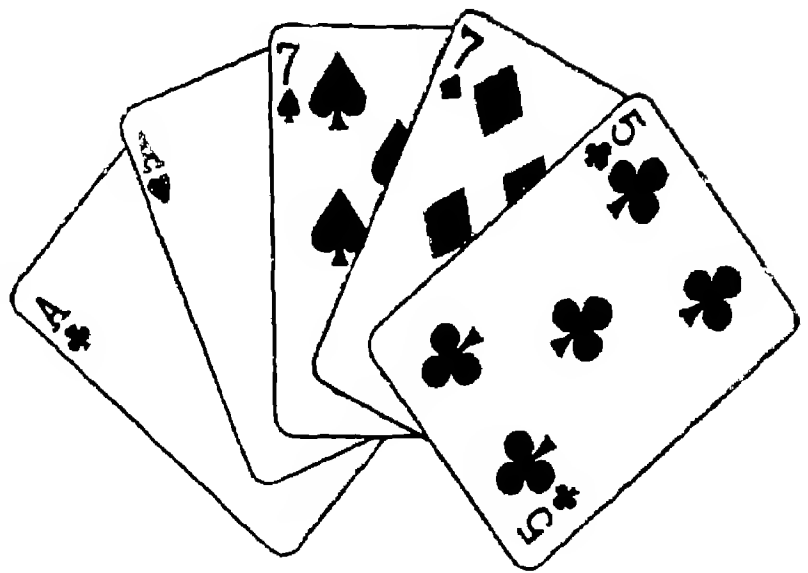
EXAMPLES OF THE
(Highest hand is numbered)



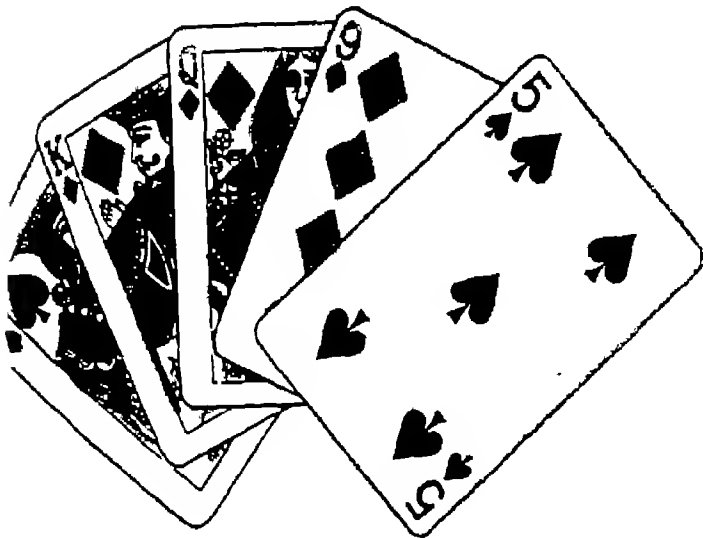
6. Straight



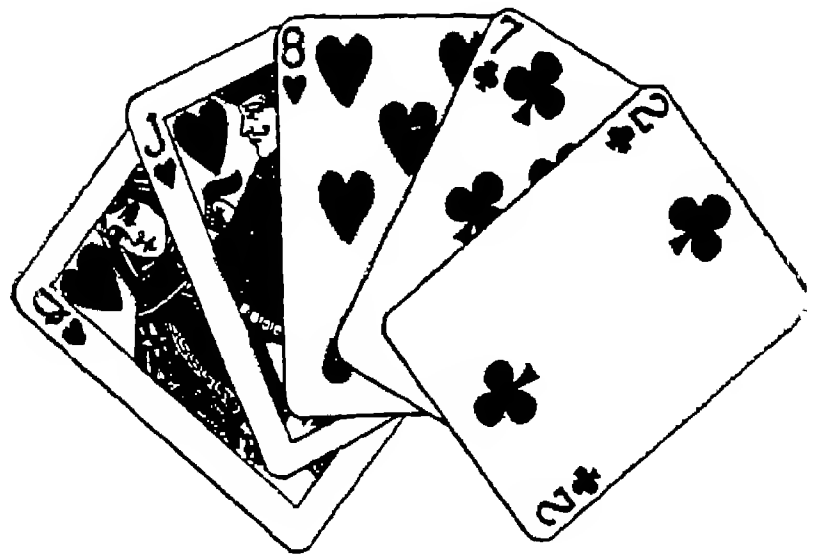
7. Three of a Kind



8. Two Pairs

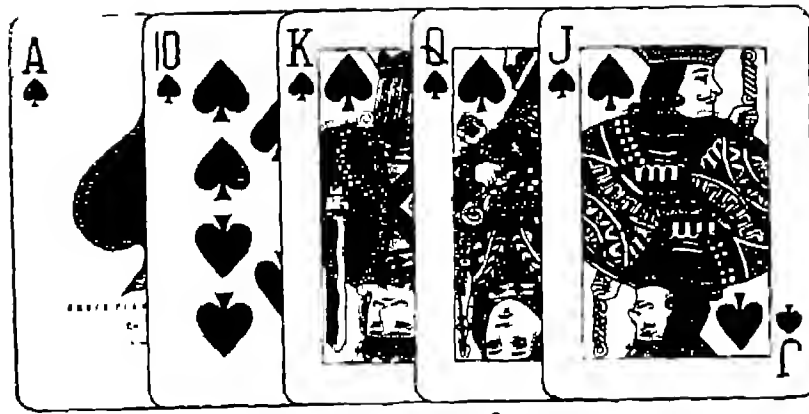


9. One Pair

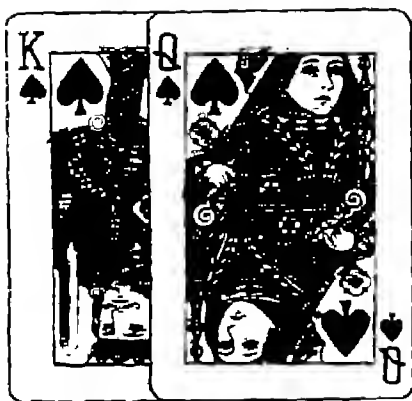


10. No Pair
(High Card Hand)

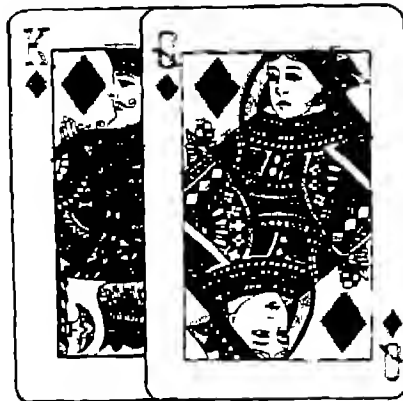
IN POKER HANDS
next highest 2, and so on)



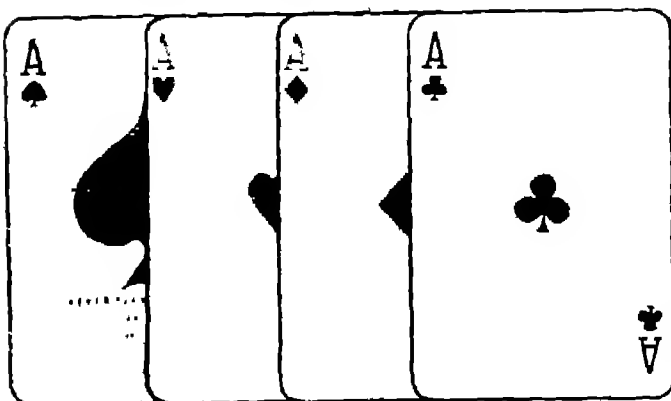
The Flush



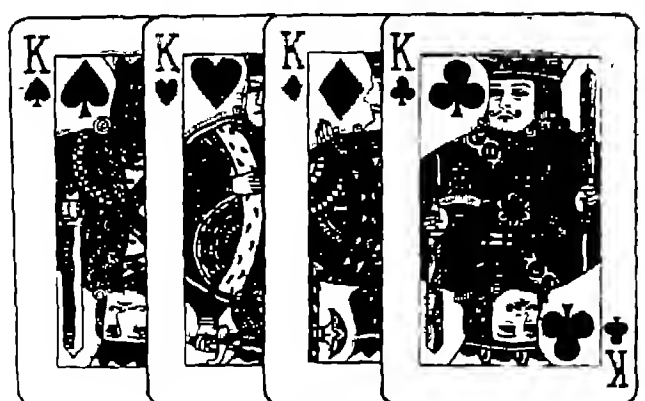
The Royal Marriage



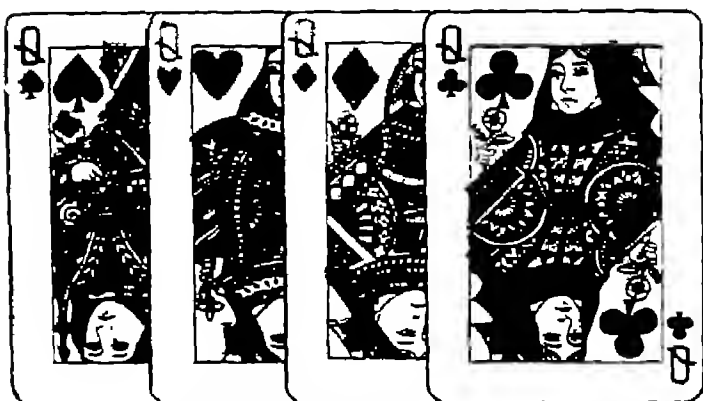
The Common Marriage



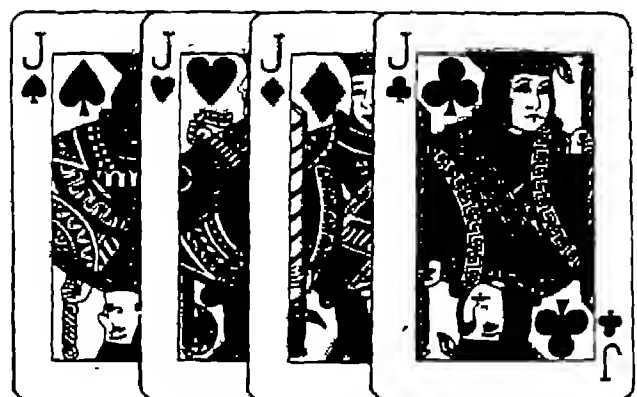
"100 Aces"



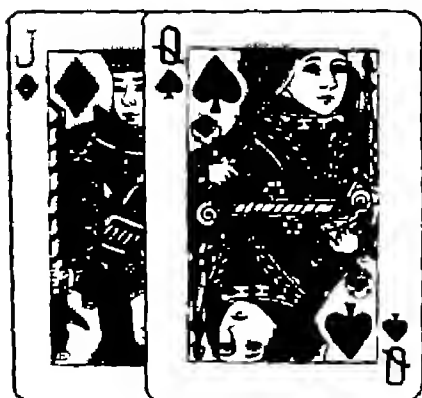
"80 Kings"



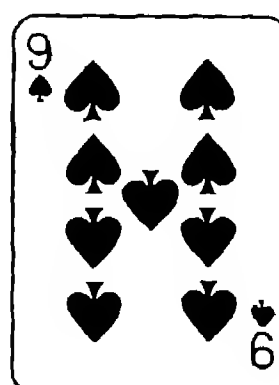
"60 Queens"



"40 Jacks"



Pinochle



Dix

THE BASIC MELDS IN PINOCHLE

(In these examples, spades are trumps. The royal marriage is always in trump suit; the common marriage is always in any non-trump suit. The pinochle is always as given, regardless of what suit is trumps. See pp. 250-252.)

SIXTY-SIX



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SIXTY-SIX

This game is a close relative of pinochle, resembling it strongly in many respects, though it is played with a 24-card deck. A simple and interesting game, it retains a faithful following.

- 1
The Players

Two; but may also be played by three or four as later described.
- 2
The Cards

A 24-card deck is used, made up by stripping out all cards below the nine from a standard 52-card deck. The rank of the cards is ace (high), ten, king, queen, jack, nine (low).
- 3
The Deal

a. Players cut for deal, and high card deals. After the shuffle by dealer and cut by opponent, dealer serves 3 cards at a time to opponent, then 3 at a time to himself until each has a hand of 6 cards.

b. The thirteenth card is turned up, and the suit of that card is trump for the deal. This card is placed face up and partly under the remainder of the deck (usually known as the "talon"), but in such a manner that it can be identified. The talon is face down and is used to draw from.

c. The turn to deal alternates in subsequent hands.
- 4
Objects of the Game

To be the first to reach a score of 66 points by scoring for certain combinations known as "marriages" and by taking certain counting cards in tricks.
- 5
The Play and Draw
Playing to Tricks

a. Nondealer leads any card. Opponent then plays a card, a trick consisting of 2 cards.

b. A player need *not* follow suit if he chooses not to but may trump at will. He need not follow suit, even if a trump is led.

c. A trick is won by the highest card of the suit led. But

if a trick contains 1 trump, that trump wins. If a trick contains 2 trumps, the higher trump wins. Winner of a trick places it face down in front of him.

d. Winner of a trick draws the top card of the talon, and his opponent draws the next card underneath it. Winner then leads to the next trick.

Drawing

e. At any time after winning a trick, the holder of the nine of trumps may exchange it for the turned-up trump card (see Sec. 3*b* above). He leaves the nine of trumps exposed under the talon. If the nine of trumps happens to be the last card of the talon, the player drawing it may not make the exchange. The turned-up card goes to his opponent.

*Exchanging
for the
Turned
Trump*

f. If either player holds a marriage, *i.e.*, a king and queen in the same suit, he may score for it by leading either of the cards that compose it and declaring the marriage. Some players require that the other card be shown at the same time.

*Scoring a
Marriage*

The only time a player may score for a marriage without leading one of its cards is when the score for the marriage will bring him to 66 points (or more) (see Sec. 9 below).

For a marriage not in trumps, a player scores 20 points. For a marriage in trumps, known usually as a "royal marriage," a player scores 40 points.

A player is not required to win a trick with either card of the marriage to score for it, except for the fact that non-dealer may declare a marriage in making his lead to the first trick but must win that trick or some subsequent trick to score for that marriage. There is also a rule followed by many players that if a player does not win a single trick, he may not score for any marriage.

When all cards of the talon have been drawn, play continues.

6
*The Play
Out*

a. In playing to a lead now, a player *must* follow suit if able to, but he is still not required to win a trick. A player may trump if holding none of the suit led, or he may play some other card. Tricks are won as in Sec. 5*c*.

SIXTY-SIX

b. Marriages may still be declared and scored, the rules for scoring them being as described in Sec. 5f above.

7
Closing

A unique feature of the game is the process known as "closing." Whenever a player has the lead, he may close the talon. He does this by turning the trump card face down. This signifies that no more cards are to be drawn from the talon by either player and that the cards that the players already hold must be played in the manner described in Sec. 6a and b above, except that there is no score for last trick.

A player may close before or after drawing a card, so long as he has the lead. But if he draws a card and then closes, opponent may also draw a card.

Marriages may be announced and scored while the talon is closed. After he has won a trick, the holder of the nine of trumps may exchange it for the trump card, even though the latter has been turned down. But many do not permit this exchange when the talon is closed, and it is a matter for the players to settle before play.

		<i>Points</i>
8 Point Scores	For announcing a marriage in a trump suit (according to the rules).....	40
	For announcing a marriage in a nontrump suit (according to the rules).....	20
	For each ace won in a trick.....	11
	For each ten won in a trick.....	10
	For each king won in a trick.....	4
	For each queen won in a trick.....	3
	For each jack won in a trick.....	2
	For winning the very last trick (except when the talon is closed).....	10

9
Reaching
without
Closing

a. Each player must keep a mental count of his total score as he makes points; he may not keep a written tally. As soon as he reaches 66 points, he may announce it and play ends. He scores 1 game point for reaching 66 before opponent. It is not necessary that a player reach exactly 66.

SIXTY-SIX

His score can be more at the time he announces the end of play.

If declaring a marriage will bring a player's score to 66 or more, he may simply show his marriage and play ends. But he may score only one marriage for this purpose.

b. If a player reaches 66 before opponent has reached 33, he scores 2 game points. This is also known as a "schneider." If he reaches 66 before opponent has won a trick, he scores 3 game points. This is also known as a "schwarz."

c. If a player claims 66 and it turns out that he is short in his count, he scores nothing and opponent scores 2 game points.

d. If neither player claims 66 before play ends, the final scores of both are compared. If one player has 66 (or more), but his opponent does not, the former scores as in *b* above.

e. If neither player has scored 66 (or more) when play ends, or if both have scored 66 (or more) without announcing, it is a tie, and neither scores for that deal. But in the next deal (with both starting from zero again), the player who wins gets 1 extra game point in addition to what he scores for that deal.

If a player who closed the talon reaches 66, he scores as in Sec. 9*a* and *b* above. If he fails to reach 66 or proves to be short in his count after making his claim, opponent scores 2 game points. Some also score this penalty as 3.

10
Reaching
66 after
Closing

If a player closes the talon before opponent has taken a trick, and if the closer then fails to score 66, his opponent scores 3 game points.

When a player scores 7 game points, he is the winner.

11
Game
12
Additional
Rules

Rules for irregularities are generally the same as in standard two-handed pinochle (see page 354), making due allowance for the difference in the number of cards to a hand and the difference in melds.

If a player forgets to claim a marriage when he first leads either card of it, he cannot score for it. A player may not look back at a previous trick to refresh his memory.

SIXTY-SIX FOR THREE HANDS

13 Variation

In another form of sixty-six no trump card is turned. Instead, play begins with nondealer leading any card. At any time either player may lead a king or queen and call "20." He scores 20 points for this announcement, it being understood he has the other card necessary to form a marriage. The suit of that king or queen is trump.

Now either player may subsequently, even on the very next play, lead a king or queen of some other suit, announce "40," and score 40 points for doing so. The suit that he announces is now the *new* trump.

In the same manner 60 and 80 may be announced and scored in later leads, each such announcement changing the trump. Since there are only four marriages altogether, only four announcements are possible. But if neither player makes an announcement, no marriages are scored for, and the hand is played without a trump suit.

Closing is permitted as in the regular game, and cards count the same. First to reach 500, 666 or 1,000 wins and the going out by announcing method may be used *i.e.*, a player must announce that he has reached enough points to win game. If his claim is incorrect, he loses.

SIXTY-SIX FOR THREE HANDS

The players cut for deal, and *low* card deals, highest card sitting at dealer's right. Dealer serves cards only to the two other players—he does not participate in the play. The turn to deal goes to the left in subsequent hands with each dealer remaining out of active play.

But dealer scores the same game points as the successful active player. If neither active player reaches 66, or if both reach 66 and fail to announce it, the dealer scores 1 game point, but the active players score nothing for that deal.

The game is 7 points, but dealer may score enough to win game only when he is an active player. If a score made by him as an inactive player is enough to give him game, it simply does not count for him.

SIXTY-SIX FOR FOUR HANDS

Players cut for partners, the two highest playing against the two lowest. High card is dealer.

A 32-card deck is used, which is made up by stripping out all cards below the seven from a standard 52-card deck. The cards rank: ace (high), ten, king, queen, jack, nine, eight, seven (low).

Each player is dealt a hand of 8 cards beginning with the player at dealer's left. Cards are dealt in rotation to the left, first 3 at a time, then 2 at a time, then 3 at a time. The last card is turned up for trump and is part of dealer's hand.

The player at dealer's left leads to the first trick. A card played by each player completes the trick. Each player in turn must follow suit, if able to, and *must* try to win the trick if possible, even if partner's card is highest so far. If he cannot follow suit, he *must* trump, and if *anyone* before him has already trumped, he must trump higher if he can. In any case, he must play a trump if unable to follow suit, even if he cannot play a higher trump than one played before his turn. If a player can neither follow suit nor trump, he may play any card.

The highest card of a led suit wins the trick. But in a trick containing 1 trump, that trump is the winning card. If a trick contains more than 1 trump, highest trump wins. The winner of a trick leads to the next. Partners keep their tricks together face down in one pile.

There is no score for marriages, but there is a score for counting cards and last trick, as in regular sixty-six (see Sec. 8, page 408). Some also count the ten of trumps additionally as 1 game point besides its regular value as a counting card.

A side scoring 66 or more but less than 100 in a deal gets 1 game point. For scoring 100 or more, but less than 130, a side gets 2 game points. For taking every trick—130 points—a side scores 3 game points. If each side gets 65

AUCTION SIXTY-SIX

points, there is no score for that deal, but 1 additional game point is scored by the side winning the next deal. The score for schneider may be used (see Sec. 9*b*, page 409).

Game is 7 points.

Irregularities are generally handled as in partnership pinochle (page 372).

AUCTION SIXTY-SIX

Either the 24-card deck or the 32-card deck, which includes eights and sevens, may be used (see Sec. 2, page 406, and sixty-six for four hands, page 411).

In this game trump is bid for—not turned. Four players cut for partners. The two highest play against the two lowest, low card dealing. The turn to deal then passes to the left in subsequent hands.

The entire deck is dealt out evenly. Each player, beginning with the one at dealer's left, gets a 6-card hand dealt 3 at a time with the 24-card deck. With the 32-card deck, each player receives a hand of 8 cards, dealt 3, then 2, then 3.

The player at dealer's left may make the first bid or pass. He bids the number of points his side will take at a minimum if he may name the trump suit. He does not mention the suit. He must bid a minimum of 60 but may start as high as he likes.

Each player in turn to the left then bids or passes. Each succeeding bid must be higher than the preceding one and must raise by 6 or any multiple of 6. However, some play that a bid must be raised by 10 or any multiple of 10.

The bidding continues around the table until no player will raise a bid. A player who passed during his first turn may reenter the bidding only if partner has bid. Highest possible bid is 130, known as the "grand bid."

AUCTION SIXTY-SIX

A hand cannot be passed out. If the first three players pass, the dealer must become the bidder on the hand though he need not make any actual bid. He simply names the trump for the deal and play begins.

The successful bidder names the suit to be trump for the deal and leads any card to the first trick. Each player in turn to the left then plays a card to complete the trick. A player *must* follow suit if able to; but if unable to, he may play a trump or any other card.

The highest card of a led suit wins the trick. But in a trick containing 1 trump, that trump is the winning card. If a trick contains more than 1 trump, the highest trump wins. A player need not go over trump if he does not choose to. The winner of a trick leads to the next. Partners keep their tricks together face down in one pile.

After all tricks have been played, both sides total their points won in play according to the schedule used in regular sixty-six (see Sec. 8, page 408). If the successful bidder's side has made at least the number of points it bid, it scores for *all* the points that it made in play. If the successful bidder's side fails to fulfill the bid, opposing side scores whatever it has won in play *plus* the amount of the bid by the unsuccessful side. The latter scores nothing.

If the bid is 130, the side fulfilling it scores 260. But if it fails, opposing side scores 260.

If the dealer has named the trump after the others passed, each side simply scores for what it makes. There is no contract to fulfill.

First side to reach 666 points wins.

Irregularities are generally handled as in partnership pinochle (page 372).

Some play that "marriages" may be scored by a player in his turn to play as in the two-handed game (see Sec. 5f, page 407). In this case, the grand bid is 230.

Variations

With the above variation, many play that the highest possible bid is "all and 40." This means that the player who makes this bid must have a meld in marriages worth 40 points and that he bids to take all the points.

GAIGEL

Some play that the rules for play in partnership pinochle must be followed (Sec. 6, page 371).

Some play that the successful bidder may play alone against opponents after announcing his intention. Partner then turns his own hand face down and does not participate in play. If the bidder is successful, he scores double. If unsuccessful, opponents score double.

GAIGEL

This game combines within it elements of bezique, pinochle, sixty-six and a dash of rummy.

1 The Players

The game is best for four players, two against two as partners. But it may also be played by any number from two to eight, each scoring for himself.

2 The Cards

A 48-card deck is used, made up by combining two standard 52-card decks and stripping out nines, eights, sixes, fives, fours, threes and deuces. The remaining cards rank as follows: ace (high), ten, king, queen, jack, seven (low). If 2 cards of the same denomination and suit are led to a trick, the one played first is of higher rank.

3 The Deal

Players cut for deal, high card dealing. The dealer serves each player a hand of 5 cards, beginning with the player at his left. These are dealt 3 at a time in rotation, then 2 at a time; or first 2, then 3. The next card is turned up and determines the trump suit for the deal. The remainder of the deck (called "talon") is placed face down on the table for the players to draw from.

4 Objects of the Game

To reach 101 points before the other side. To score for certain combinations known as "melds" and to win certain counting cards in tricks.

The melds are as follows:

	<i>Points</i>	5 The Melds
K-Q of the same suit (not trumps), known as "common marriage"	20	
K-Q of trump suit, known as "royal marriage"	40	
2 kings and 2 queens of the same suit (not trumps), known as "double common marriage"	40	
2 kings and 2 queens in the trump suit, known as "double royal marriage"	80	
Any 5 sevens, held by a player at any time	101	

Any of the following cards won in tricks score as follows: ace, 11 points; ten, 10; king, 4; queen, 3; jack, 2. For taking the last trick, a player scores 10 points additionally.

**6
Counting
Cards**

a. The player at dealer's left leads any card he chooses, and each player in turn may play any card. A player does not have to follow suit and may trump or not trump at will. The highest card of the suit led wins the trick unless a trump or trumps have been played in it. Highest trump in a trick wins it. Partners keep their tricks won face down in a common pile in front of one player or the other.

**7
The Play
Winning
the Trick**

b. Any player holding a seven of trumps—"dix" (pronounced *deece*)—may exchange it for the turned-up trump card after winning a trick and score 10 points for it. The holder of the other seven of trumps then also scores 10 for it by merely showing it.

**Exchanging
the Dix**

c. The winner of the trick leads to the next. But before he does so, he draws the top card of the talon into his hand. Each player in turn to the left also draws a card from the top of the talon. But before winner draws his card, he or his partner may make any meld listed in Sec. 5 above according to the following rules:

**Drawing
from the
Talon**

d. Only one meld may be declared at one time and by one partner or the other, the winner of the trick having first chance. The melds must be left face up on the table,

**Rules for
Melding**

GAIGEL

but the cards composing it are part of the player's hand and may be played to tricks. Two *single* marriages may not be scored in the same *suit*. After one such marriage has been scored, the second one is worthless for melding purposes.

Exhausting the Talon

e. When all cards have been drawn from the talon, there can be no more melding. Each player now *must* follow suit in following to a lead and try to win the trick if possible. If unable to follow suit to a lead in a nontrump suit, a player must trump, and if the trick has already been trumped, he *must* trump higher if able to. In any case, he must play a trump whether able to trump higher or not. If a player fails to do any of the foregoing, his side loses the game.

8 Scoring— Game

The players must keep a mental count of the points won in play and are not permitted to record them in any way. They enter the melds on the score sheet as they make them, however. As soon as a player believes his side has reached 101 points, he knocks on the table, and play ends. If opponents dispute the claim, the count must be verified. Only the last trick turned down may be examined by a player before the game ends. If he looks at any other turned-down trick, his side loses the game.

In counting for score, marriages take precedence.

9 Gaigel

A "gaigel" is a score for double game and is worth 202 points. It may be scored in one of the following ways:

a. By scoring 101 (or more) before opponents have won a single trick.

b. By melding 5 sevens before opponents have won a single trick.

c. By the opposing side, if a player claims to have reached 101 and the count proves that he is short.

d. By opponents, if a side makes a score in a trick or meld that puts it over 100 and then does not immediately announce "101" and stop play.

e. By opponents, if a side claims an error that is not proved.

Other irregularities are generally handled as in partnership pinochle (page 372).

KALABRIASZ



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KALABRIASZ

(Pronounced ko-lob'ree-yosh) (Also known as klob, clob, clobberyash, clobber, Evansville clobber, Indiana clobber, and by other names)

This game, one of the very best of all for two hands, is slowly establishing itself as a top favorite with players who prefer games that place the emphasis on skill.

Its origin has been variously claimed as Hungarian, French, Swiss and Dutch, but the evidence does not seem to point exclusively in one direction. It is probably a synthesis of several games.

1 The Players

Two. But it may also be played by three or four as later described.

2 The Cards

A 32-card deck is used, made up by stripping out all cards below the seven from a standard 52-card deck. In plain (nontrump) suits they rank: ace (high), ten, king, queen, jack, nine, eight, seven (low). In a trump suit they rank: jack (high), nine, ace, ten, king, queen, eight, seven (low). The jack of trumps is known as "jasz" (pronounced *yass*). The nine of trumps is known as "menel." The seven of trumps is known as "dix" (pronounced "*deece*").

3 The Deal

a. Players cut for deal and low card deals. After the shuffle by dealer and cut by opponent, dealer serves 3 cards at a time to opponent, then 3 at a time to himself until each has a hand of 6 cards.

b. The thirteenth card is turned up and placed face up and partly under the remainder of the deck (called the

“talon”), but in such a manner that it can be identified. The talon is face down.

The turn to deal alternates in subsequent hands.

To establish one's best suit as trump. To score points for certain combinations which have counting value, usually referred to as “melds.” To score points by taking certain counting cards in tricks.

4
Objects of
the Game

a. Nondealer has first say. He may accept the suit of turned-up card as trump for the deal or he may pass. If he accepts, that suit becomes trump and play follows.

5
Making the
Trump

If he refuses it, he says, “Pass.” Then it is dealer's turn. If dealer accepts the turned-up card as trump, play follows. If he also passes, both players get a second opportunity to establish trump.

b. Nondealer has first turn again. He may name any other suit as trump. If he does so, play follows. If he passes again, the turn again goes to dealer. If dealer names the trump, play follows. If he also passes, the hands are thrown in for a new deal.

c. Instead of committing himself on the trump suit or passing, a player may say, “Schmeiss” (pronounced *shmice*). This is an offer to throw in the hands and have a new deal. If opponent agrees, the hands are thrown in, and there is a new deal. But if opponent refuses, the player who made the offer of schmeiss becomes the bidder for the play.

If the declaration was made in the first round (see *a* above), the suit of the turned-up card is trump. If it was made in the second round (see *b* above), the bidder must name the trump.

When the trump is established, dealer serves 3 more cards to each from the top of the talon, beginning with nondealer. He then signals the end of the deal by taking the bottom card of the talon and placing it face up on top of the talon. But this card is not used in play nor are any of the other cards of the talon.

6
Finishing
the Deal—
Dix

KALABRIASZ

Before he makes any play, the holder of the dix (seven of trumps) may exchange it for the card originally turned for trump (see Sec. 3*b* above) *only if that suit has been made trump*. He must make the exchange before making any melds (see Sec. 7 below).

7 *a.* Players compare certain melds for the right to score
Melds them. These melds are sequence of three and sequence of four or more. For sequences the cards go in this order: ace (high), king, queen, jack, ten, nine, eight, seven (low). The cards in a sequence have to be of the same suit.

Point Value *b.* Sequences are usually compared when nondealer leads
 of to the first trick (see Sec. 8 below); but many require it
 Sequences before play begins. A sequence of three counts 20 points.
 A sequence of four or more counts 50 points.

Comparing *c.* Nondealer has first say. If he holds a sequence, he
Sequences announces only its point value as given in *b*. If he holds more than one sequence, he announces the value of his best sequence, *i.e.*, the sequence that has the highest point value and is headed by the highest ranking card.

d. If dealer has a sequence of lower point value or no sequence at all, he replies, "Good," and *nondealer* scores for his sequence. If dealer has a sequence of higher point value, he replies, "No good," and *dealer* scores for his sequence. If dealer has a sequence of equal point value, he replies, "Equal" or "How high?" In this case nondealer names the best card of his sequence. Dealer then replies, "Good," "No good" or "Equal," depending on what the best card of his own sequence happens to be.

As between sequences of equal point value and equal high cards, neither sequence being in trumps, the sequence belonging to nondealer is considered better. As between sequences of equal point value and equal high cards, a trump sequence is better. But many play that there is no difference in the rank of suits, and that if sequences are equal in point value and high cards, neither player scores.

If nondealer has no sequences, he indicates this, and dealer then announces the point value of any sequences that he wishes to score for.

e. The player who establishes the best sequence scores its point value after showing it. He also scores for any other sequences that he wishes to show. A player is not required to show any sequences that he does not wish to score for. Opponent scores nothing, but he does not have to show his sequences.

*Scoring
Sequence*

Example: Here is an example of sequence comparing and scoring:

Player *A* holds K-Q-J-10 in one suit and J-10-9 in another. Player *B*, dealer, holds J-10-9-8-7 and K-Q-J in another suit.

Player *A* announces, "50" (the point value of his best sequence).

Player *B* replies, "How high?" (since he has a sequence of equal point value).

Player *A* responds, "To the king."

Player *B* acknowledges, "Good" (his highest card in the sequence is jack).

Player *A* therefore scores 70 points altogether, 50 for his sequence of four or more plus 20 for his sequence of three. Player *B* scores nothing.

f. There is a third meld, the king and queen of trumps together, known as "bella," which scores 20 points for the holder. It is usually scored automatically for a player without announcement the moment it becomes revealed in play. But many do not permit a score for bella unless the player announces it while playing the cards of the meld to tricks.

Regardless of who made the trump, nondealer leads a card to the first trick—any card he chooses. Opponent then plays a card. A trick consists of 2 cards.

8
The Play

A player *must* follow suit if able to. If the lead is in a plain suit (nontrump) and the second player to a trick has none of the suit led, he must play a trump if able to. Otherwise, he may play any card. If the lead is a trump, the second

KALABRIASZ

player to a trick must play a higher trump if able to, but he must follow suit in any case.

A trick is won by the highest card of the suit led. But if a trick contains a trump, that trump wins. If a trick contains 2 trumps, the higher trump wins. The winner of a trick places it face down in front of him and then leads to the next. This continues until all 9 tricks have been played.

9 Scoring

When all tricks have been played, each player looks through his trick pile for certain counting cards and scores for them. These are jack of trumps (jasz), 20 points; nine of trumps (menel), 14 points; ace of any suit, 11; ten of any suit, 10; king of any suit, 4; queen of any suit, 3; jack of any suit but trumps, 2.

For winning the last trick, a player scores an additional 10 points. Altogether there are 162 points to be won in tricks and "last."

If the bidder (trump maker) scores more in melds and points won in play combined than opponent did, each receives credit for his own score. But if opponent's score is higher, opponent receives credit for his own points *plus* the points bidder scored. Bidder in this case is said to have "gone bate."

If the scores of both are equal, then opponent scores his own points, but bidder scores nothing at all, not even any melds he may have made. This is known as "half bate."

Some play that in the case of a tie, opponent of the bidder scores the total of both players' points as though bidder has gone bate.

10 Game

First player to reach 500 (or 300) points wins. If both players reach game in the same deal, the one with the greater number of points is the winner.

11 Additional Rules Dealing

If a player receives too many cards in the deal, opponent draws the excess, discards them and may look at them. If a player receives too few cards, dealer supplies the deficiency from the top of the deck.

If dealer exposes his own card in the deal, he has no

KALABRIASZ FOR THREE HANDS

remedy. If he exposes opponent's card, the latter may let the deal stand or call for a new one.

If a player is found to have too few cards after play begins, he plays with the short hand but may not score for last trick. If a player has too many cards after play begins, his opponent is considered the winner in the deal. *Irregular Hands*

A bid out of turn is canceled. But if the offender gets another turn to bid in that round, he must repeat his out-of-turn declaration and may not change it. *In Bidding*

If a player is discovered to have overvalued a meld, he loses any meld scores and 50 points are added to opponent's score. *In Melding*

If a player undervalues a meld, he may correct the announcement only before opponent has made a response or before there is further announcing or play. Otherwise the announcement must stand.

Many players consider it an irregularity if a player, knowing that he has a sequence better than one that opponent announced, asks for further information about it. For this irregularity, they exact a penalty of 50 points.

If a player commits an irregularity in the rules of play as described in Sec. 8 above, his opponent scores an extra 50 points figured as part of the latter's point score for counting cards; except that if a player leads out of turn, he simply takes the card back. *In Play*

KALABRIASZ FOR THREE HANDS

Players cut for deal, low card dealing. The player at dealer's left is dealt to first and after that the procedure for the deals is as in the two-handed game. But the turn to bid, meld and play begins with the player at dealer's left

KALABRIASZ FOR FOUR HANDS

and goes to the left. Bidder must score more than both opponents together or go bate. Each player scores his own melds and points won in play, but opponents share the bidder's points equally if he goes bate.

Otherwise, the rules for the two-handed game apply.

KALABRIASZ FOR FOUR HANDS

This may be played as in the three-handed game above with all cards being dealt out and last card turned for trump leaving dealer with a hand of 7 cards. The other players have 8 cards each. The player holding the dix exchanges it for the turned-up card, and dealer takes the dix to complete his hand.

But it is much better played two against two as partners. The turn to deal, bid, meld and play passes to the left, beginning with the player at dealer's left. When one player establishes the best sequence, partner may also show and score for sequences. Partners keep their tricks together and score as a side.

Otherwise, the rules for the two-handed game apply. But if a player exposes a card out of turn, except for the purpose of playing it, preceding opponent may call that card on any lead.

HANDICAP KALABRIASZ

Some strong players offer to play a weaker opponent on the following terms: The strong player is given a score of 65 or 175 toward game under the handicap of playing every hand with all his cards face up on the table. Opponent may not, however, call the cards to be played.

YASS

(Also known as jass)

This lively game, related to pinochle, is often confused with kalabriasz, which it resembles only in the rank of the cards in the trump suit.

Three to four may play, each for himself. Two may also play as described in a separate section (see Sec. 9 below).

1
The Players

A 36-card deck is made up by stripping out all cards below the six from a regular 52-card deck.

2
The Cards

In plain (nontrump) suits the cards rank as follows: ace (high), king, queen, jack, ten, nine, eight, seven, six (low). In a trump suit, they rank: jack (high, known as "yass"), nine (known as "nell" or "menel"), ace, king, queen, ten, eight, seven, six (low).

Players cut for deal, and high cut is dealer. Each player, beginning at dealer's left, receives a hand of 9 cards, dealt 3 at a time per round.

3
The Deal

If four are playing, the last card is turned up to determine the trump suit. If three are playing, the twenty-eighth card is turned up for trump, and the remainder of the deck is put aside.

The turn to deal in subsequent hands passes to the left.

To win certain counting cards in tricks and to score for certain valuable combinations, known as "melds." To win at least 21 points by either or both methods (see Sec. 7 below).

4
Objects of
the Game

a. If three are playing, dealer has the first privilege of exchanging his hand for the 9 cards left in the deck, which he does not see. But he must first wait until the player who holds the six of trumps exchanges it for the turned trump

5
Exchanging
Hands and
Trump

YASS

(unless, of course, dealer holds it himself). If dealer does not wish to exchange his hand for the face-down cards, any player in turn may then do so. But a player must exchange his entire hand, and once the exchange is made, no further exchanges are allowed.

b. If four play, there can, of course, be no exchange of hands, but the player who holds the six of trumps exchanges it for the turned trump. Dealer picks up the card after the exchange to complete his hand.

6 The Play

The player at dealer's left may lead any card. Each player in turn must follow suit and try to win the trick if possible. If a player cannot follow suit, he must trump if able to and must trump higher if a trick already has been trumped. But the holder of the yass may trump with it even when able to follow suit. Some play that, as in pinochle, a player must undertrump if unable to overtrump when playing to a suit in which he cannot follow.

After a player has played his card to the first trick, he may expose any melds for which he wishes to score (see Sec. 7 below).

The winner of a trick leads to the next, and play proceeds until all tricks have been played.

Some play that in a four-handed game, a player who thinks his hand cannot score at least 21 points may drop out of play. The turn to do so begins with the player at dealer's left and passes to the left. Only one player may drop out.

7 Scoring

a. These are the melds and their values:

	<i>Points</i>
4 jacks.....	200
4 aces, kings, queens or tens.....	100
5 cards in consecutive sequence in the same suit.....	100
4 cards in consecutive sequence in the same suit.....	50
3 cards in consecutive sequence in the same suit.....	20
K-Q of trumps.....	20

YASS

A player may not score for a meld unless he wins at least 1 trick in play.

b. These are the counting cards and their value: jack of trumps (yass), 20 points; nine of trumps (nell), 14; any ace, 11; any ten, 10; any king, 4; any queen, 3; any jack except yass, 2.

c. For winning last trick, the player scores 5 points in addition to any others he may win in the trick.

d. A player who does not win at least 21 points is set back 100 points, which is subtracted from his score.

The first player to reach 1,000 points announces it. If his claim is verified, he is the winner; if not, he loses.

8
Game

If a player or players are found to have 1,000 points at the end of play in a deal, game is set at 1,250 or 1,500. A player may win only by announcing that he has scored enough for game.

Play is exactly as in two-handed pinochle in the manner of melding and playing to tricks. The yass may be used as in the three- or four-handed game (see Sec. 6 above).

9
For Two
Hands

Irregularities are handled as in pinochle.

10
Additional
Rules

PIQUET



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PIQUET

Of French origin, piquet, one of the fastest moving two-handed games extant, retains a degree of popularity with experienced card players year in and year out. Its French pronunciation is *pee-kay*, but English-speaking card players usually refer to it as *picket*.

- 1
The Players

Two. But it may be played by more, as later described.
- 2
The Cards

A 32-card deck is used, made up by stripping out all cards below the seven from a standard 52-card deck. The remaining cards rank: ace (high), king, queen, jack, ten, nine, eight, seven (low). Suits have no rank, and there is no such thing as a trump suit.
- 3
The Deal

Players cut cards, and *low* deals, the deal being a disadvantage. In France the dealer is known as “mineur” and the nondealer is known as “majeur.” The English equivalents are “minor” or “younger” for dealer and “major” or “elder” for nondealer. After the shuffle by dealer and the cut by opponent, dealer serves 2 cards to nondealer, then 2 cards to himself and continues alternately in this manner until each has a hand of 12 cards. The remaining 8 cards of the deck (known as the “stock” or “talon”) are placed face down with the top 5 cards separated from the bottom 3 or with all cards fanned out. The turn to deal alternates in subsequent hands.
- 4
Objects of
the Game

To score for certain combinations which have counting value. To score points by making certain leads and by winning tricks.
- 5
Carte
Blanche—
Discarding

a. If nondealer has been dealt an original hand containing no king, queen or jack, he announces “Carte blanche,”

and he scores 10 points for it. If he has any one of the foregoing, he may not score *carte blanche*.

b. Whether he makes the announcement or not, the player *must* discard from 1 to 5 cards and replace them only from the top 5 cards of the talon. He must discard *at least* 1 card. He may look at any of the top 5 cards of the talon that he does not take, but not at any of the bottom 3, as these belong to the dealer.

c. The discards are placed to one side, and either player is generally permitted to look at his own discards at any time during play.

d. Dealer may then announce and score for *carte blanche*, if he holds no king, queen or jack (see *a* above). Whether he makes the announcement or not, he may discard and replace his discards with a like number of cards from those left in the talon. He may take cards only from the top of the talon and in the order in which they lie. He may discard and take in exchange as many cards as are left in the talon by nondealer, but he may not use any of the latter's discards. He does not have to make any discards if he does not wish to. The French, however, follow the rule that dealer must discard at least 1 card.

Dealer may look at any of the cards in the talon, which he does not draw. If he does look at any of these cards, nondealer may do so too, but only after he has made his first lead. If dealer does not look at any, then nondealer may not look either.

e. When the period of discarding and drawing is over, both players must have 12 cards in their hands.

When discarding and drawing are over, players begin announcing and comparing certain possible combinations. There are three scoring combinations: point, sequence and sets. The manner of scoring for them is as follows:

6
Announc-
ing Com-
binations

a. Point: Each player decides which suit in his hand has the highest point value. He does this by counting aces as 11 points each; king, queen or jack, 10 points each; other cards, their face value in points.

Deciding
Better Suits

PIQUET

Nondealer announces the point value of his best suit as figured above. If dealer has a suit with a higher point value, he says, "No good," and announces his own point value. If it is better, he scores for point (described below); nondealer scores nothing. But if dealer's best suit is of a lesser point value, he says, "Good." Nondealer in that case scores for point, and dealer scores nothing.

If the best suits of both are equal in point value, dealer announces, "Equal," and neither scores for point.

Point Score

The score for point is the number of cards of the winning suit, *not its point total*. Thus, if a winning suit contains 4 cards, it scores 4 points; 5 cards score 5 points; etc.

Deciding Better Sequence

b. Sequence: The scoring for point having been settled, the nondealer then announces the number of cards in his longest sequence but does not name the cards. A sequence is 3 or more cards in consecutive order in the same suit.

If dealer has a longer sequence, he says, "No good." If dealer has a shorter sequence, he says, "Good." If dealer has a sequence of equal length, he says, "Equal," and nondealer then names the highest card of the sequence. The highest ranking card in sequences of equal length determines the winning sequence. If highest cards are also equal in denomination, then neither scores for sequence.

Sequence Score

The player with the best sequence, as determined above, scores for it. He scores 3 if it is a sequence of 3 cards; 4, if it is a sequence of 4 cards. If it is a sequence of 5 or more cards, he scores the length of the sequence plus 10, *e.g.*, a winning sequence of 5 cards scores 15; 6 scores 16; etc.

The player who establishes the winning sequence may also announce and score for any other sequences of 3 or more cards that he holds. Opponent does not score for any of his sequences.

Deciding Better Set

c. Sets: The scoring for sequence having been settled, the nondealer then announces whether he holds a set of four of a kind or three of a kind of the same denomination. But

the set must be of tens or cards of a higher rank than tens. He announces his best set (in length). The form of the announcement is "four of a kind" or "three of a kind" or simply "fours" or "threes" or even "quadruplets" or "triplets."

If dealer has a longer set, he says, "No good." If he has a set of shorter length he says, "Good." If he has a set of equal length, he says, "Equal." In that case nondealer announces the denomination of the cards in his set, and the higher ranking cards determine the better set.

Player with the better set, as determined above, scores for the set. He scores 3 if it is a set of three cards; and 14 if it is a set of 4 cards.

Set Score

Player who establishes the winning set may also announce and score for any other sets he holds.

If a player reaches 30 points in announcements, before his opponent has scored any points *whatsoever*, he gets a bonus of 60 points additional for repic (or repique), which he adds to his score.

Repic

A player is not required to announce a combination that he does not wish to reveal. He may decide not to, for reasons of strategy. This is known as "sinking."

7
"Sinking"
and
"Proving"

Most players do not require that winning announcements be shown—"proved" since the play out will reveal any false claims. But some players require that winning announcements be shown as soon as declared and scored.

After announcements have been made and scored, play begins:

8
The Play—
Scoring in
Play

a. Nondealer leads any card, and opponent also plays a card—constituting a trick. A player must follow suit in playing to a lead, if able to. If he cannot follow suit, he may play any card. There are no trumps in piquet. The highest card of the led suit wins the trick. The winner of a trick leads to the next, and he may lead any card that he pleases.

b. Whenever a player leads a card that is higher than a

PIQUET

nine, he scores 1 point, regardless of whether he wins the trick. Whenever a player wins an opponent's lead with a card higher than a nine, he scores 1 point.

Note: The leader gets no extra score for winning a trick, other than the 1 point he may get for leading with a card higher than a nine. Leader's opponent gets no score for playing a card higher than a nine if he does not win the trick.

c. For winning the last trick a player scores 1 extra point, even if he has already scored 1 point in that trick for winning with a card higher than a nine.

A player who wins 7 or more tricks scores 10 points. If each wins 6 tricks, there is no score for majority of tricks.

Capot d. For winning all 12 tricks, known as "capot," a player scores a bonus of 40 points. But he does not score extra for majority of tricks and last trick.

9 If a player reaches 30 points in announcements plus
Pic points won in tricks before opponent has made any score *whatsoever*, he gets a bonus of 30 additional points for pic or (pique). Many play that as soon as a player reaches pic, he must announce his cumulative score as "60" not "30"; otherwise, he may not score for the pic bonus. A player may not figure the capot bonus (*d* above) toward pic.

10 After the last trick has been played, the total score of
00-point each player on the hand is entered on a score sheet. Or the
Game scores may be pegged on a cribbage board as they are made during the games (see Illustration, page 262).

First player to reach a total of 100 points is the winner by the difference between his score and opponents. As soon as a player reaches 100 (or better), play stops, and the scores are figured as they stand. If he reaches 100 points before opponent has reached 50, he scores twice the difference between the two scores. This is known as a "lurch" or "rubicon."

The method of scoring game as described above is known as "piquet au cent" or "piquet to the hundred."

a. Besides the terms mentioned in the description of the game, some others commonly used are “quart” for a sequence of four and “quint” for a sequence of five.

b. As each player makes points, he adds them to his previous score and announces the total.

Example: *A* and *B* are playing. Player *A* is the dealer; Player *B* is nondealer. Player *A* announces “Carte blanche—I get 10.”

They then discard and fill their hands.

Player *A* announces the point value of his best suit, declaring, “39.”

Player *B* replies, “No good—44—I get 4 for point.”

Player *A* then says, “Quart” (a sequence of four).

Player *B* replies, “Equal.”

Player *A* announces, “To the queen” (his highest card of the sequence).

Player *B* replies, “Good.”

Player *A* says, “I score 4 more—that gives me 14” (4 plus his previous 10).

Player *A* then says, “Threes.”

Player *B* replies, “Equal.”

Player *A* says, “Aces.”

Player *B* replies “Good.”

Player *A* says, “I’ve got another triplet—so I get 6 more. That gives me 20” (6 plus his previous 14).

Play then begins. Player *A* leads a queen to the first trick and announces “21” (1 point for leading a card higher than a nine). Player *B* plays an ace to win the trick and announces, “5” (1 point for winning a trick with a card higher than a nine). Player *B* then leads a ten and announces, “6.”

Play continues in the above manner until all tricks have been played, with each player announcing his cumulative score as he makes it.

Any irregularity in the deal does not lose the deal. Non-dealer may ask for a new deal by the same dealer or let the deal stand if he chooses.

A player may change the number of discards as long as he has not taken any cards from the talon. But if he has

PIQUET

discarded too many cards and has already taken cards from the talon before discovering his error, he must play with the short hand.

Drawing If either player draws a card from the talon that he is not entitled to, he loses the game. Dealer has no right to touch the talon until the nondealer has finished announcing and drawing. Should nondealer draw without announcing how many cards he is taking, dealer cannot be penalized for assuming his opponent drew all he was entitled to. If the error should result in nondealer having too few cards and dealer too many cards, the former must play with his short hand, and the latter may discard to get his hand down to 12 cards.

If a player draws more cards than he discarded, as long as he has drawn from those he was entitled to, he does not lose the game. He may replace the excess, but if he has seen any of them, he must show them to his opponent.

If a player looks at any of opponent's cards in the talon that he is not entitled to see, he can score nothing in that deal.

If a player looks at any of his opponent's discards, he loses the game.

In Announcing If a player claims a combination that he does not hold, and if he does not correct the error before he leads a card in play, he can make no score whatsoever in the deal. Opponent scores for any combinations he holds, whether they are better than offender's or not. Opponent also scores any points made in play.

If dealer admits any of nondealer's announcements to be "good," they stand as good even if dealer has any better. If nondealer announces a combination that is not his best, he may not change his announcement after dealer has made a reply.

No declarations may be made after a card has been played to the first lead.

Irregular Hands If a player has too many cards after announcing has begun, the hand is played out, but he does not score. If a

THREE-HANDED PIQUET

player has too few cards, the hand is played out, and he may score. But he may not score for last trick or capot.

There is no revoke or exposed card in piquet. If a player does not follow suit when able to, the cards played in the irregular trick are picked up (and any others played *after* that). There is new play only from the point where the irregularity occurred.

In the Play

The order in which scores are made is as follows: (1) carte blanche; (2) point; (3) sequence; (4) sets; (5) repic; (6) points won in play; (7) pic; (8) majority of tricks; (9) capot.

In Scoring

This order is important in determining if repic has been reached, when the game ends, or whether a player has been "lurched."

RUBICON PIQUET

For two players, this is played exactly as described in piquet to the hundred, but the method of scoring for game is different.

Six deals are played altogether; a deal by each player alternately. If both players have reached 100, the winner gets the difference of the two scores plus an additional 100.

If the loser has not reached 100, the player with the higher score is the winner, even if he too has not reached 100. The winner gets the sum of the two scores plus 100 points bonus. But some players omit the 100-point bonus.

THREE-HANDED PIQUET

Each player receives 10 cards in the deal. The remaining 2 are placed face down on the table as a widow. Dealer may exchange 2 of his cards for the widow, but no other player may do so.

FOUR-HANDED PIQUET

Player at dealer's left makes the first announcement, and each player in turn also announces. He may also score a bonus of 90 for repic if he reaches 20 in announcements before the others have made anything. He gets 60 for pic if reaching 20 before both opponents have any score. Majority of tricks scores 10 points; but if all tie, each gets 5 points.

If one player scores capot, he gets 40 points. If two players take all the tricks together, each scores 20 points. First to reach 100 points wins.

FOUR-HANDED PIQUET

Two play as partners against two. All cards are dealt out evenly, *i.e.*, 8 cards to each player. Player at dealer's left announces whatever he holds in combinations. Then he leads a card to the first trick. If the player at his left has no better combinations, he plays to the trick and says nothing. If he has any better combinations, he announces them.

Play proceeds in this manner around the table to the left. If a player's partner has announced a combination that is good, that player may also score for any combination he holds of the same kind.

A side which scores 20 before tricks are played while opponents have nothing scores a 90-point bonus for repic. If a side scores 20 in announcements and play before the other side has scored a point, it gets a bonus of 60 points for pic.

Before play begins, all announcements must be shown.

Carte blanche may be counted in any hand. And only one partner of a side may score for point made in leading or playing to a trick.

PIQUET WITH TRUMPS

(Also known as imperial)

This game is for two players and is played with the piquet deck. The cards rank king, queen, jack, ace, ten, nine, eight, seven. The king, queen, jack, ace and seven of trumps are honors.

The cards are dealt 12 to each player, and the twenty-fifth card is turned to decide trump for the deal. There is no discarding and drawing. Sequences can be made up only from K-Q-J-A. Sets of three of a kind do not count.

Imperials are the following: *carte blanche*; a sequence of K-Q-J-A in one suit; 4 kings, 4 queens, 4 jacks, 4 aces or 4 sevens. Dealer may use the turned trump to complete a sequence or four of a kind, but otherwise that card is not used in play.

Announcing is as in regular piquet, except that non-dealer scores for all equals. Imperials are announced and scored for as described below:

Player must follow a lead with a higher card in the same suit or he must play trump if out of the suit, *i.e.*, he must try to win the trick. Points in play are made by winning a trick containing a trump honor or honors.

The scoring differs entirely from regular piquet. Each player starts off with 6 white chips and 4 red chips, each worth 6 whites. For every imperial that a player scores, he puts a red chip into a separate pool of his own. If the turned-up trump is an honor, dealer puts a white chip into his pool. For catching the jack and ace of trumps in play by leading the king and queen, a player passes a red chip. The holder of the point passes a white chip. For each honor won in a trick, the winner passes a white chip. If one player wins more tricks than his opponent, he passes a white chip for each trick in excess of opponent's. *Capot* entitles a player to pass 2 red chips.

When a player has passed all 6 of his white chips, he replaces them with a red chip. When a player has passed

ROUND-TABLE PIQUET

all 6 of his white chips, opponent must take back any white chips that he may have passed into his own pool but not any reds. The first player to pass all his chips into his pool is the winner.

ROUND-TABLE PIQUET

Any number from three to seven may play. The game is regular two-handed piquet, but each player plays a hand first with the player at his right and then with the player at his left.

The deal passes to the left, and after each player has played as described above, the players settle up. Each lower score pays to the holder of the higher score the difference of their scores.

PIQUET TERMS

- AU CENT: See Sec. 10, page 434.
CAPOT: See Sec. 8*d*, page 434.
CARTE BLANCHE: See Sec. 5, page 430.
ELDER: See Sec. 3, page 430.
IMPERIAL: See page 439.
LURCH: See Sec. 10, page 434.
MAJEUR: See Sec. 3, page 430.
MAJOR: See Sec. 3, page 430.
MINEUR: See Sec. 3, page 430.
MINOR: See Sec. 3, page 430.
PIC: See Sec. 9, page 434.
POINT: See Sec. 6*a*, page 431.
QUADRUPLETS: See Sec. 6*c*, page 433.
QUART: See Sec. 11, page 435.
QUINT: See Sec. 11, page 435.
REPIC: See Sec. 6*c*, page 433.
RUBICON: See Sec. 10, page 434.
SEQUENCE: See Sec. 6*b*, page 432.
SETS: See Sec. 6*c*, page 432.
SINKING: See Sec. 7, page 433.
TALON: See Sec. 3, page 430.
TRIPLETS: See Sec. 6*c*, page 433.
YOUNGER: See Sec. 3, page 430.

POKER



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SOMETHING ABOUT THE GAME

Very little is definitely known about the origins of poker. The traditional story is that the early French settlers of Louisiana played a card game known as "poque," which they combined with "as nas," a favorite among Persian sailors, with whom they came in contact in New Orleans. Visitors from the North, intrigued by the game, took it back with them up the Mississippi, but mispronounced its French name and called it "poker." And as poker they introduced it to their American compatriots. Its following grew so rapidly that it began to compete with faro for popularity as a gambling game and eventually outstripped it. Bret Harte, Mark Twain, O. Henry and other writers of the day testify to this popularity in their colorful stories of Western mining camps, boom towns and Mississippi steamers.

In the original game of poker, known also as "bluff," a 20-card deck was used containing only the tens, jacks, queens, kings and aces of each suit. The number of players usually was four, and each was dealt a 5-card hand, after which there was betting. The players still left in the game then showed their hands and the highest ranking hand was the winner. But around 1830 the now-standard 52-card deck came into use and with it developments and changes in play adapted from many other games, among them English brag, German pochen, French gilet and Italian primero. The result was draw poker, with such features of play as the blind, straddling, raising and the draw.

Blind and straddle draw poker held the center of the poker stage until the close of the nineteenth century, when it gradually began to give way to other variants of draw poker—notably jack pots—and to stud poker, in which the draw was eliminated and the player was dealt all his cards open, after the first one was dealt closed. The introduction of the joker, once known as the "mistigris," and wild deuces also helped speed the tempo of the game. Since the First

SOMETHING ABOUT THE GAME

World War jack pots and its variations have taken the lead among draw poker games because it allowed for the building of bigger pots.

It was stud poker, however, that began to dominate poker sessions and attract many newcomers to the game. This was due to the fact that a stud game could accommodate more players than were comfortable in draw; and also it provided faster action, added rounds of betting and generally required less practiced skill. As was the case with other innovations designed to pep up poker, stud met prolonged opposition from conservatives who felt that it was corrupting the "good old game" and would eventually destroy poker altogether. For a long time die-hards had also fought against the recognition of the straight, the flush and the straight flush. All of these combinations have since achieved the grace of orthodoxy, as have other changes, because the mass of poker players felt that they made the game more interesting.

Most important of the recent innovations have been the "check" in betting, the establishing of a wider variety of wild cards, the game known as "dealer's choice," high-low pots and hands of 7 cards or more. These and other developments have provided more betting opportunities, added more excitement and given the poker player greater leeway and freedom in his play. The lively process of ferment and change in poker today can probably be attributed in great part to the fact that more women are playing the game, and that returning servicemen are bringing back exciting versions of their own.

Once frowned on as a not-quite-respectable member of the card family, poker, often called the "typical American card game," has made good as home entertainment. Whether played for high stakes, pennies or buttons, it is as fascinating a game as there is.

A FOREWORD TO THE RULES

The need for a set of poker rules that can be considered standard has been obvious from the time that the game of poker grew to respectable maturity and became a leading favorite with card players. The rules in this section are the result of a careful collation of the playing methods and procedures of poker players everywhere—not only the experts, but the much more important rank and file. These rules represent a fair consensus, are sanctioned by common usage and are generally recognized by most devotees of the game. Allowances have been made for sectional differences, so-called “poker-house” practices and informal home conventions.

From all reliable evidence, the code of poker rules, as it appears here, is one that the great majority of players will accept in arbitrating points of dispute.

In poker, probably more than in any other game, it is important to observe the rules. As any poker player can testify, a handy set of rules that adequately represents good modern poker practice is indispensable in keeping a session running smoothly.

GENERAL RULES OF POKER



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GENERAL RULES OF POKER

The standard deck of 52 cards is used for play.

1
The Cards

In a game where there are only a few players, or where faster action is desired without using "wild cards," it may be decided to strip a deck, *i.e.*, to take out certain low cards and play without them. Generally a deck is stripped by removing the deuces (twos) and treys (threes). If the players so desire, other cards, such as the fours, fives, etc., may also be stripped from the deck.

The
Stripped
Deck

The cards rank from the ace, which is the highest card, down through king, queen, jack, ten, etc., to the deuce, which is the lowest card. However, the ace may be ranked as a one below the deuce at the bottom of a straight or a straight flush, *e.g.*, 5-4-3-2-A. It is then the lowest card of the combination and no longer holds high rank.

Rank of
Cards

The ace may also hold highest and lowest rank at the same time, in certain high-low games (see page 485).

There is no difference in rank among the four suits of the deck; they are all equal. A royal flush in hearts, for example, does not rank higher than a royal flush in any other suit.

2
Suits

Everyone plays for himself, and there are no partnerships.

3
The
Players

Players may take seats at random. But if any player requests that an arbitrary seating arrangement be made, the following method is suggested. *The first dealer* (see Sec. 9 below) turns up a card for each player. Holder of the lowest ranking card sits at the dealer's left, next lowest card takes the next seat to the left, etc., around the table. Tie cards cut for choice of seats, and the higher card takes the choice.

4
Seating

GENERAL RULES OF POKER

Changing Seats It is customary after designated intervals of time to have a change in the seating if some player requests it. The new seating arrangement is also decided by the method described above.

New Players When a new player is brought into the game, a card is turned up for everyone already playing and the new player takes his seat to the left of the player with the lowest card. If there is a tie in the lowest cards, the new player takes his seat to the left of the one who got the first of the lowest cards. The position of the players already in the game does not change.

This procedure is followed even when a player (or players) leaves the game and others enter it.

When more than one new player enters the game, the seating of each is individually decided according to the method described above.

5 Banker and Buying Chips A banker is selected by common agreement. His duties are to sell chips and settle accounts when the session is ended. It is suggested that he keep an accurate record with paper and pencil to avoid any possible confusion. It is also suggested that players initial the record of each purchase. It prevents mix-ups too when players buy only from the banker and not from each other. Purchases should be for a stack of chips at a time. Unless in an informal game it is decided beforehand to condone the practice, players should not be permitted to buy chips while betting is going on.

6 The Chips Chips or any counters, such as matchsticks, etc., are more convenient for use in play than money.

White chips are generally the lowest unit; with red chips counting as 2, 2½ or 5 whites, blue chips counting as 10, 20 or 25 whites and yellow chips (if used) as 25, 50 or 100 whites. The values of the chips in terms of money are decided on before play begins.

If actual money is used to make bets, plenty of change should be on hand to prevent the game from being slowed up.

GENERAL RULES OF POKER

Every player must keep his own chips in full view of the other players and should make no attempt to conceal what he has on the table. Chips may not be taken from the table, except when cashing in. This is particularly important in table stakes (see Sec. 34 below).

A definite quitting time should be set before play begins. Players may feel perfectly justified in cashing in their chips at quitting time and leaving any other players to continue the game if they desire.

Any local customs, special conventions, variations or house rules must be brought to the attention of the players and discussed before play begins. Agreement on such matters should be reached beforehand. Otherwise, the standard rules and practices of poker are considered to prevail.

Any player deals cards around the table face up, 1 to each player, until a jack is turned. The player to whom the jack falls becomes dealer for the first hand. Another method is to deal 1 card to each, and the player getting the highest card is first dealer. Ties are settled by cutting.

Thereafter the deal passes to the left and goes clockwise in regular rotation with each succeeding player dealing a complete hand in his turn.

Any player has the right to shuffle the cards. The shuffle must go on in plain sight of all players. The dealer has the right to shuffle the cards last.

a. When the shuffle is completed, dealer places the deck face down on the table, so that the player on his right may cut if he chooses to. This player may signify he does not wish to cut by tapping the deck. If he does not wish to cut, no other player may insist he do so or cut in his stead.

Many permit any other player who insists to cut a deck that the man at dealer's right will not cut. This is a point to be agreed upon beforehand.

b. At least as many cards as there are players must be left in each portion of the divided deck when a cut is made.

7
Time Limit
for the
Session

8
Local Customs,
Conventions,
Variations
or House
Rules

9
First Dealer

10
Shuffling
the Cards

11
The Cut

GENERAL RULES OF POKER

A cut has not been legitimately made if the portions of the divided deck are reunited in their original positions. A cut must be made toward dealer, who is the only player who may complete the cut.

c. If there is any mix-up in the cut, the deck must be reshuffled and cut again.

d. If a card is exposed during the cut, the deck must be reshuffled and cut again.

e. The deal must be made from the complete deck and not from any of the cut portions.

f. No player may demand to cut the cards between the time a deal begins and play ends, except when further cards are needed to complete the draw (see Sec. 19f).

Some players permit cuts to be made between the time a deal begins and play ends, particularly before the draw in draw poker; but this point must be agreed upon beforehand.

g. If a player notices that the cards have not been offered by the dealer for cutting, he may demand a new deal if

(1) In draw poker, no player has looked at any of his cards.

(2) In stud poker, the second round of dealing has not begun.

Otherwise the deal must stand.

12 Dealing the Cards

Dealer must serve the cards 1 at a time on each round of dealing, starting with the player at his left and continuing in clockwise rotation until every player in the game has the requisite number of cards. He deals them face down or face up according to the game.

13 Misdeals and Imperfect Decks

In rules *b* through *h* below the same dealer deals again with the same deck.

Misdeals may be called for any of the following reasons:

a. If it is discovered that the wrong dealer is dealing. Attention must be called to it before any player has seen any of his cards in draw poker or before a card has been turned up in stud poker. Otherwise the deal stands. The next deal reverts to the player whose turn it should have been to deal.

GENERAL RULES OF POKER

b. If the deck has not been offered for cutting (see Sec. 11*g*).

c. If a card is exposed at any time during the cut, and the dealer begins the deal regardless of this situation.

d. If in draw poker a card is found face up in the deck only while the original deal is being made and before any betting has begun. If there already has been betting, the deal stands. In stud poker, however, a different rule applies (see Sec. 21*c*).

e. If in draw poker any 2 cards are exposed in the original deal to the players. It does not matter if these 2 cards were to go to different players. But if only 1 card is exposed by the dealer, it must be taken by the player it was intended for. For rulings on cards exposed in the deal in stud poker, see Sec. 21.

f. If in draw or stud poker the wrong number of hands are dealt.

g. If cards are dealt 2 at a time instead of 1 at a time, and if the error is discovered before any player has looked at his cards or any bets have been made.

h. If two or more players are dealt too few or too many cards and any one of them does not wish to permit the dealer to correct the error (see Sec. 16*c* below).

i. If at any time during the deal or play it is found that an imperfect deck is being used. An imperfect deck is one that has too many cards, duplicate cards, cards that can be identified from their backs or an insufficient number of cards.

Play stops when the imperfect deck is discovered, and all bets are returned to the players who made them. But all previous games played with the imperfect deck are not affected.

The same dealer deals again with a correct deck.

Note: There is no misdeal if a player can name a closed card in another player's hand.

Many play that if dealer causes two misdeals in a row, the deal passes, and dealer must ante for all players. But this must be agreed on beforehand.

GENERAL RULES OF POKER

14 If in draw poker a player exposes his own card
Card Exposed by during the original deal or the draw, there is no
Player in Draw penalty, and he has no remedy. The deal or play
Poker continues.

15 If in stud poker a player exposes his own card *after* it
Card Exposed by has been dealt to him (see also Sec. 21*d*), he must turn
Player in Stud it down again and continue to play. He cannot leave it
Poker turned up in order to get his next card dealt face down.

16 Players should not look at any of the cards
regularities in Dealing before the deal has been finished. If they do so,
the Original Hand in they are liable to be penalized by not being per-
Draw Poker mitted to draw.

A Hand *a.* If any player, including the dealer, receives more cards
with Too in the deal than he should have, his hand is dead if he has
Many looked at any of the cards he was dealt (see Sec. 25 below).
Cards If he has not looked at any of them, and if no player has
 made a bet, the dealer is asked to draw the extra card or
 cards and put them at the bottom of the deck.

A Hand *b.* If any player, including the dealer, received fewer
with Too cards in the deal than he should have
Few Cards (1) His hand is dead if he has looked at any of the cards
 that he was dealt (see also Sec. 25 below). Some players
 will permit a player to remain in the game with a 4-card
 hand; but agreement on this point should be unanimous.
 If he is permitted to draw to a 4-card hand, it must remain
 at 4 cards after the draw (see also Sec. 56 below).

 (2) His hand is not dead if he has not looked at any of
 the cards he was dealt. In this case, the dealer first finishes
 the deal to the other players and then supplies enough cards
 to complete the short hand. The player, if he chooses, may
 decline to have his hand completed and may drop out of
 play for that deal.

Two *c.* If one player has too many cards and another player
Irregular has too few, the dealer may draw enough cards from the
Hands long hand to complete the short hand, provided that neither
 player has looked at any of his cards, and provided too that

GENERAL RULES OF POKER

no bets have been made. Either player may ask for a new deal if he wishes.

d. If a dealer neglects to deal any player a hand, that player must remain out of play until the next game. But he takes back any antes or blinds he may have put up.

Overlook-
ing a
Player

A player who does not wish to draw cards but desires to retain his original hand declares so by saying, "I stand pat," or "No cards," or by making some other statement to the same effect.

17
Pat Hand—
Standing
Pat

A player may stand pat on any kind of poker values. He is not required to have any minimum values and may simply be bluffing to give the impression he has a good hand.

A player does not have to stand pat on four of a kind, but may discard the odd card and draw as a bluff.

a. After the original deal has been completed and bets have been made, players still in the game may make discards and draw other cards to replace them.

18
Drawing
Cards
(The Draw)

b. Cards for the draw are dealt beginning with the player at the dealer's left, and the deal goes in clockwise rotation until all players have been served.

c. Players should discard only when their turn comes.

d. A player must discard before he draws.

e. The limit of the number of cards that a player may draw should be agreed on before the game begins. It is usual to make that limit 3 cards if more than five players are in the game (see Straight Draw Poker).

f. A player discards for the draw as his turn comes by taking cards from those he is holding, placing them face down on the table and removing his hand from them. Before, during or after this action, he should distinctly state the number of cards he is drawing.

g. If a player takes cards from his hand and places them on the table in front of him before his turn to draw has come, he has a right to change his mind when the turn does come, even if, when out of turn, he made a statement as to how many cards he wished to draw.

GENERAL RULES OF POKER

h. When a player in or out of turn, with or without an announcement, pushes his discards away from him, tosses them to the center of the table or places them into the discard pile, he is considered to have discarded. He may not change his mind and take the cast-off cards back into his hand.

i. The dealer must also distinctly state the number of cards that he is taking in the draw.

j. Each player in the draw must be dealt all the cards that he is drawing when his turn comes.

k. Shuffling or cutting must not be permitted between the deal of the original hand and the end of the draw, except when there are no more cards to deal from the deck and the discards have to be used for further draws.

l. Any player still in the game may, before looking at any of his cards, ask the dealer how many cards the latter drew, and the dealer is required to answer truthfully. But no other information concerning the number of cards any other player has drawn may be given by anyone.

m. If the opener in the game of jack pots remains in the game for the draw, he should place the cards that he is discarding to one side or under the chips in front of him so that they can be identified and examined later if necessary. He then draws in the same manner as any other player (for more, see under the game jack pots page 496).

n. The last card of the deck may not be dealt (see Sec. 19f).

19
Irregulari-
ties in
Dealing to
the Draw
Card
Found
Faced in
Deck

a. A card found face up in the deck should not be dealt but should be shown to all players and then placed with the discards. The deal is then continued in normal fashion. However, a player has the privilege of accepting a faced card if he wishes.

Card
Exposed by
Dealer

b. If a card is exposed by the dealer as he is giving out cards, or if it is exposed in any other way before a player has touched it, such a card should be placed face down among the discards. A card to replace it may not be dealt until every other player, including the dealer, has been

GENERAL RULES OF POKER

served his draw. However, a player has the privilege of accepting an exposed card if he wishes.

c. If any player is dealt more cards than he discarded, and if he looks at any of these cards, his hand is dead. He must withdraw from play for this deal, forfeiting any chips that he may have placed into the pot.

*Dealing
Too Many
Cards*

If he has not looked at any of the cards, he has the option (1) of taking the right number of cards in the order in which they came off the top deck or (2) of making further discards from his hand and accepting all the cards dealt him.

In the event the next player in turn has already drawn when the error is discovered, the surplus card (or cards) is dead and goes face down into the discards.

In the event the next player in turn has not yet drawn when the error is discovered, that player receives the surplus card (or cards) for his own draw; any others that he may need come from the deck.

d. If a player is dealt fewer cards than he discarded, and if it is noticed before the next player has been served, the deficiency should be made up immediately before any of the other players are served. If, on the other hand, the next player in turn has already been served, the hand of the short-handed player is dead unless the other players in the game unanimously agree to permit him to continue play with the short hand (see also Sec. 56 below).

*Dealing
Too Few
Cards*

e. If the dealer takes too few cards for himself, the deficiency may be made up if attention is called to the error before play begins. Otherwise his hand is dead, unless the other players in the game unanimously agree to permit him to continue play with the short hand (see also Sec. 56 below).

*Dealer
Taking Too
Few Cards*

f. The last card in the deck may not be dealt to a player. To provide more cards for dealing, the last card and all dead hands and discards, except the discards of the player still to receive cards and the discard of the opener in jack pots,

Last Card

GENERAL RULES OF POKER

are shuffled and cut. The cut may be made by any player, but the next player to receive cards cuts last. The deal is then completed.

Bottom Card of Deck

g. If any player can name the bottom card of the deck, it must be placed face down among the discards.

20 Other Ir- regularities in the Draw Looking at the Discard

a. If a player looks at any of the cards in his discard after looking at any of the cards of his draw, his hand is dead (see Sec. 25 below).

b. A player may not look at anyone else's discard at any time. If he does so during play, his hand is dead (see Sec. 25 below).

Discovering Irregular Hand after the Draw

c. If a player is discovered to have fewer or more cards after the draw than he had before the draw, his hand is dead (see Sec. 25 below). He may keep the pot, however, if the irregular hand is discovered after all other players have already thrown in their hands.

A Draw out of Turn

d. If a player permits the one at his left to draw cards out of turn, he must play his hand without making a draw. If he has already made a discard that cannot be easily reclaimed and identified, his hand is dead (see Sec. 25 below).

21 Dealing Ir- regularities in Stud Poker

a. For misdeals, see Secs. 13*a, b, c, f, g, i.*

Card Exposed at the Bottom of the Deck

b. If any player can name the card at the bottom of the deck, it must be shown to all other players and then placed face down to one side or among discards. The deal continues.

Card Found Faced in Deck

c. A card found faced in the deck must be dealt to a player, unless it was meant to be a hole card or is the next card in the deck after a round has been dealt. If it was meant to be a hole card, it is dealt to the player face up and his next card is taken face down as a hole card. If it is the next card in the deck after a round has been dealt, the bet-

GENERAL RULES OF POKER

ting round is first completed and then this card is buried, *i.e.*, placed at the bottom of the undealt part of the deck. In addition a card is buried for each active player in the game. The deal then proceeds.

d. If the dealer exposes a card that is meant to be a hole card, or if a card is exposed accidentally by the player as it is dealt to him, this card remains face up, and the player's next card is dealt face down.

*Hole Card
Exposed by
Dealer*

If the dealer inadvertently also deals this second card face up, the player may remain in the game and play with both cards face up. If, through dealer's carelessness, the third card is also dealt face up, the player may remain in the game and have his fourth card dealt face down. If the fourth is incorrectly dealt, too, the player may choose to remain in the game and receive his fifth card face down or withdraw and take any chips he contributed out of the game, provided that he can establish the totals of his bets without confusion. He has no recourse if his fifth card is also carelessly dealt face up, and he cannot take any chips out of the pot and must remain in the play.

e. If the dealer serves a card to a dead hand, and it is discovered before the first card of the next round has been dealt, the error is corrected in the following manner: The cards are shifted so that each player receives the card that would have been dealt him if no error had been made in the deal. Any bets made in the round in which the error was committed may be withdrawn and a new round of betting started. The extra card (or cards) dealt is placed at the bottom of the deck, plus enough other cards from the top of the deck so that a card will have been buried for each active player in the game.

*Dealing to
a Dead
Hand*

Example: There are five active players in the game and 1 card has been dealt to a dead hand. This means that after shifting the cards so that each player has received his correct card, the extra card plus 4 others taken in order from the top of the deck are placed at the bottom of the deck.

GENERAL RULES OF POKER

If the dealer serves a card to a dead hand, and if it is not discovered until after the first card has been dealt in the new round, the card dealt in error is dead and is turned face down among the discards. There is no shifting of cards dealt to the active players, and the game continues as usual.

Dealing before Betting Is Completed

f. If the dealer begins dealing a new round before the betting on the old one has ended, the card (or cards) prematurely exposed is dead. The betting is completed after which the dealer places the card (or cards) exposed at the bottom of the deck, plus enough other cards from the top of the deck so that a card will have been buried for each active player in the game.

Overlook- ing a Player in the Deal

g. If the dealer omits a player in dealing, and if it is discovered before any betting has begun in that round, the cards must be shifted so that each player receives the card that would have been dealt him if no error had been made in the deal. The extra card (or cards) is dealt from the top of the deck until every player has his correct number of cards.

If the dealer omits a player in dealing, and if it is discovered after betting has begun in that round

(1) The player is out of the game, if this happens during the first round, and he takes back any antes or blinds he may have put up.

(2) Or the player may continue playing with an insufficient number of cards. His hand may not be made sufficient in cards in any subsequent round of dealing (see Sec. 56 below).

Last Card

h. The last card in the deck may not be dealt to a player. To provide more cards for dealing, the last card and all dead hands are shuffled and cut. The cut may be made by any player, but the next player to receive cards cuts last. The deal is then completed.

22

xposed or Faced Cards

For rules dealing with situations when cards are exposed or faced, see the following sections:

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	Section
Card exposed during cut.....	11d
Draw poker:	
Card found face up or exposed in original deal.....	13d
1 or 2 cards exposed in original deal.....	13e
Player exposing his own card.....	14
Card found faced in deck in the draw.....	19a
Card exposed by dealer.....	19b
Stud poker:	
Card found faced in deck in dealing a hole card.....	21c
Hole card exposed by dealer.....	21d
Dealer exposing card prematurely.....	21f
Player exposing own hole card.....	15
Card exposed at bottom of deck.....	21b

Some players require that a dealer expose the top card of the deck before beginning each of the last three rounds of dealing in stud poker. This exposed card is not dealt but placed face up at the bottom of the deck. This is known as “burning a card.”

23
Burning
a Card

The cards or combinations of cards held by a player are referred to as a “hand.”

24
A Hand

The time between the cut and the end of play in one deal is also sometimes referred to as a “hand,” *e.g.*, playing a hand of jack pots or playing a hand of high-low stud.

A hand becomes dead as the result of any one of a number of irregularities. For rulings that make hands dead, look under applicable headings in the General Rules. A dead hand should be placed face down among the discards to avoid confusion and to prevent cards being dealt to it. A player with a dead hand must remain out of the game for that deal and forfeits any chips he has placed in the pot (but see Rule 20c).

25
Dead
Hands—
Leaving
the Table

If a player leaves the table, he is not permitted to take his cards with him. He may ask some other player not in the game to play the hand for him. If he leaves the hand

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behind, and his turn for a deal, draw or betting comes, his hand is considered dead.

26 Foul Hands Irregular Hands

An irregular hand is one that contains fewer or more cards than it should. This hand is also called a "foul" hand. For rules covering irregular hands, see the following sections:

	<i>Section</i>
Irregular hands causing misdeals . . .	13 <i>h</i>
Irregular hands in draw poker	16, 19 and 20
Irregular hands in stud poker	21 <i>g</i>
Irregular hands in the showdown . . .	56

If an irregular hand makes a bet that is not called by any other player, and if the fact that it is irregular is discovered while the pot is still on the table, the hand becomes dead. The pot remains on the table and is carried over for the next deal. If the irregular hand is discovered after the player has already taken in the pot, he is not required to return it (see Rule 20*c*).

27 Looking at Other Hands or Undealt Cards

Even when a player has passed, it is not proper for him to look at the hands of any of the other players still in the game. The only hands that he may see are those revealed at the showdown (but see also Sec. 33). It is not proper for a player to examine cards remaining in the deck after the deal has been completed.

28 Looking at Dead Hands, Turned- down Cards or Discards

A player may not look at dead hands, turned down cards or discards other than his own even after he has passed (see also Secs. 20*a* and *b*).

29 Rank of Hands

The hands, as certain combinations of cards are called, rank in the order below (see illustrations pages 404–405). Hands are rated in an arbitrary scale of relative values and are ranked generally according to the mathematical frequency or probability of their occurrence (see also page 530).

Hands other than the following are recognized by some players and in some sections of the country, but they are not standard and are explained in Sec. 31.

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Note: Any hand of Rank 1 is better than any hand of Rank 2; any hand of Rank 2 is better than any hand of Rank 3, and so on down.

The highest 5 cards of the same suit, *i.e.*, A-K-Q-J-10. All royal flushes, regardless of suit, have equal rank and tie in values, except when wild cards are used.

**1. Royal
Flush**

Any 5 cards of the same suit in consecutive sequence, *e.g.*, ♣8-7-6-5-4. This particular flush is referred to as “eight high,” from the fact that the highest card is an eight. If there are two (or more) straight flushes contesting for the pot, the one whose top card is of a higher denomination is considered the winner. An eight-high straight flush, for instance, ranks above a seven-high straight flush but is lower than a nine-high straight flush.

**2. Straight
Flush**

The ace may be used as the lowest card of a straight flush. Note that the ace-high flush is a royal flush. Straight flushes headed by cards of the same denominations are equal and tie in value, except when wild cards are used.

Any 4 cards of the same denomination (necessarily 1 in each suit), *e.g.*, 4 queens or 4 fives. The other card (or cards) in the hand does not affect the rank.

**3. Four of
a Kind**

Any 3 cards of the same denomination together with 2 other cards also matched in denomination, *e.g.*, 3 jacks and 2 sixes. This full house would be referred to as “jacks and sixes.” In comparing the values of two (or more) full houses, the highest three of a kind wins, regardless of the ranks of the pairs.

**4. Full
House**

Example: Player *A* holds 3 tens and 2 kings; Player *B* holds 3 queens and 2 fours. Player *B*’s three of a kind is higher than Player *A*’s three of a kind, which makes Player *B* the winner. The fact that Player *A*’s pair of kings is higher than Player *B*’s pair of fours does not affect the comparative values of the hands.

Any 5 cards in the same suit, *e.g.*, ♦Q-10-6-3-2. The cards need not be in sequence. The flush in the example

5. Flush

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would be referred to as "queen high," from the fact that the queen is the highest card of the hand. In comparing the value of two, or more, flushes, the winner is determined by the rank of the highest card in the hand. If the highest cards in the hands are equal, then the next highest cards are compared to break the tie. If these are also equal, then the third highest cards are compared, etc. If all the cards of both hands are equal, the hands are tied in value.

Example: Player *A* has a flush—Q-10-9-5-2; Player *B* has a flush—Q-10-8-6-5. Player *A*'s is the higher flush since his third card, a nine, is higher than Player *B*'s third card, an eight.

6. Straight Any consecutive sequence of 5 cards, not in the same suit, *e.g.*, ♣9-♦8-♣7-♠6-♥5. This straight would be referred to as a "nine-high straight," from the fact that the nine is the highest card of the hand. In comparing the values of two (or more) straights, the winner is determined by the rank of the highest card in the hand. Straights headed by cards with the same denomination are equal and tie in value. The ace may be used as either high or low in a straight (see also Sec. 1, Rank of Cards, and Secs. 64 and 65 for more information on the function of the ace in straights).

Note: The straight is now officially recognized by poker players and must be considered as a legitimate combination.

Three of a Kind Any 3 cards of the same denomination together with 2 other cards that are not a pair. For example: 3 aces, a five and a two. In comparing the values of two (or more) hands having three of a kind, the winner is the one with the highest ranking triplets, regardless of the denomination of the odd cards.

Example: Player *A* has 3 tens, an eight and a six; Player *B* has 3 nines, an ace and a king. Player *A*'s is the better hand since his triplet consists of tens, whereas Player *B*'s triplet consists of nines.

8. Two Pairs Any 2 cards of one denomination together with any 2 cards of some other denomination plus 1 odd card. For

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example: 2 kings, 2 sevens, and a jack. This hand would be referred to as "kings up" because of the fact that the kings are the higher of the two pairs.

In comparing the value of two (or more) hands holding two pairs, the winner is the one with the highest pair. If the highest pairs are equal, then the second pairs are compared to break the tie. If these pairs are also equal, the odd cards are compared to determine the winner.

First Example: Player *A* has 2 kings, 2 nines and a six; Player *B* has 2 jacks, 2 tens and an eight. Player *A*'s is the better hand since his higher pair (king, king) ranks above Player *B*'s highest pair (jack, jack).

Second Example: Player *A* has 2 queens, 2 sevens and a three, Player *B* has 2 queens, 2 sevens and a six. Player *B*'s is the better hand because, although the hands are tied in the values of the pairs, his odd card, six, is higher than Player *A*'s odd card, three.

If all the cards of both hands are equal, the hands are tied in value, except of course when wild cards are used.

Two cards of the same denomination together with 3 other cards of unmatched denominations; *e.g.*, J-J-9-5-2.

**9. One
Pair**

In comparing the value of two or more hands, each having a pair, the winner is the one with the paired cards of highest denomination. If the pairs are equal, the highest odd cards are compared to break the tie. If these are also equal, then the next highest odd cards are compared, etc.

Example: Player *A* has a pair of nines, ace, jack, ten; Player *B* has a pair of nines, ace, queen, three. *B*'s is the better hand because, although the hands are tied in the pairs and the highest odd card, *B*'s next higher odd card (queen) is better than *A*'s next higher odd card (jack).

If all the cards in both hands are equal, the hands are tied in value, except when wild cards are used.

A hand that contains none of the above combinations. It is ranked by the highest card; *e.g.*, Q-10-8-7-2 (not a flush) would be called a "queen-high" hand. Such a hand is also known as a "runt."

**10. High
Card**

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If two hands of this kind tie in their highest cards, then the next highest cards are compared to break the tie. If these are also equal, then the third highest cards are compared, etc.

Example: Player *A* has Q-10-8-7-2; Player *B* has Q-J-4-3-2. *B*'s is the better hand because, although the hands are tied in the values of the highest cards, *B*'s next highest card, a jack, is better than *A*'s next highest card, a ten.

If all the cards in both hands are equal, the hands are tied in value.

30 When two or more hands are tied in value, they divide
Tied Hands the pot equally.

Rules for breaking ties in hands where comparative values are determined by high card will be found in Sec. 29.

Rules for breaking ties where wild cards are used will be found in Sec. 64.

Rules for tied hands in 7-card poker will be found in Sec. 66.

31 Some players consider the inclusion of certain non-
Non- standard or eccentric hands as helping to add to the excite-
standard ment of poker. These hands may not be used in play unless
Hands all players in the game have agreed beforehand to recognize
them and have settled what their rank is to be. This last
point is especially important as there is no standard rule in
ranking these hands.

The names and compositions of the better known non-standard hands are given below:

BLAZE: Any 5 face (picture) cards, *e.g.*, Q-Q-J-J-K.

BIG DOG: A hand that is ace high and nine low but contains no pair and is not a flush, *e.g.*, A-Q-J-10-9.

LITTLE DOG: A hand that is seven high and deuce low but contains no pair and is not a flush, *e.g.*, 7-6-5-4-2.

BIG TIGER or BIG CAT: A hand that is king high and eight low but contains no pair and is not a flush, *e.g.*, K-Q-J-10-8.

LITTLE TIGER or LITTLE CAT: A hand that is eight high and three low but contains no pair and is not a flush, *e.g.*, 8-6-5-4-3.

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SKIP STRAIGHT, ALTERNATE STRAIGHT, DUTCH STRAIGHT OR SKIPPER: A sequence of alternate cards that is not a flush, *e.g.*, K-J-9-7-5.

KILTER, SKEET, PELTER OR CHICAGO PELTER: A hand that is nine high but is not a flush and does not contain a pair, *e.g.*, 9-8-5-4-2.

ROUND-THE-CORNER STRAIGHT: A straight that passes the ace, *e.g.*, J-Q-K-A-2 or Q-K-A-2-3.

FOUR FLUSH: 4 cards of the same suit and a card in a different suit.

A player who lays down or turns all his cards face down on the table in or out of turn is considered to have passed, *i.e.*, dropped out of play. He should place his hand among the discards, but even if he does not do so, his hand is considered dead (see Sec. 25).

32
The Pass—
Dropping

It is not necessary for a player to accompany the act of passing with a verbal declaration or some other signal, though it is advisable for him to do so to avoid any possible confusion.

It may sometimes become necessary for a player in draw poker, for instance, to lay his hand face down on the table for the purpose of lighting a cigarette, answering the telephone or the doorbell, etc. In any such case, he should announce that he is not passing if he wishes to remain in the game.

Note: A pass by a player in certain draw poker games or jack pots before there has been a bet may not necessarily mean that the player wishes to drop out of the game. It may only indicate that he does not consider his hand good enough to open on or that he does not have the qualifications to open. In these instances, of course, he does not lay his hand down and so does not drop out of the game (see The Check, Sec. 42).

When a player has passed and placed his cards face down on the table, in turn or out of turn, he may not reclaim them, since these cards are considered part of the discards.

33
Passing Out
of Turn

Players should take particular care not to pass out of turn, as it is unfair to the players still in the game. It causes

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more difficulty than any other play out of turn. An increasing number of players are adopting a rule of fining an offender a white or red chip. Another penalty in common use is that of allowing other players to look at offender's hand.

34

**Stakes and
Betting
Limits**

It should be decided before play which of the following methods of setting stakes and betting limits is to be used:

**Table
Stakes**

a. Each player must place on the table in front of him before the start of the game the amount of chips he wishes to set as his own limit, known as a "table stake." The size of each player's table stake may be decided by a fixed minimum, but with no maximum set. Or, it may be agreed that all players should begin with table stakes equal in amount.

A player may not make a bet that is greater than his table stake, nor can he be forced to meet any bet greater than that amount. A player may not add to his table stake while he is playing a hand. He may add to it at any other time, but only in amounts not below the minimum set at the start of the game.

Note: In some informal games players are permitted to buy additional chips while betting a hand, but this is contrary to the principle of table stakes. It should be permitted only by prior agreement of all players.

A player may continue in the game until all his table stake is gone, regardless of how little of it he has left. If he wishes to continue the game after all the chips before him on the table are gone, he must buy a new table stake; but this is only between hands. He may not borrow chips while he is playing a hand or owe anything to the pot, except in the circumstances described in the note above. (For other information on making a bet in table stakes, see Sec. 51.)

Even Out

b. At the start of the game each player has an equal number of chips on the table before him. He is not per-

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mitted to add to this amount, take any of it off the table or lend any part of it at any time. As soon as he loses this original stake, he must withdraw from the game entirely. The others continue play until one player has won all the chips on the table.

c. No minimum stake need be placed on the table. A maximum amount is set for any one bet or raise, and a maximum is set for the number of raises that may be made by any one player during a round of betting. The limits for the size of a bet and the number of raises permitted each player are decided upon before play begins. **Set Limits**

d. A player is permitted to make a bet or raise by an amount equal to the size of the pot. To keep such bets from getting too steep, a maximum limit is usually set. **Pot Limit (Double Up)**

e. A player may not make a raise greater than the number of chips put into the pot by the preceding bettor. A maximum limit is placed on the very first bet. **Last-bet Limit**

Example: If Player *A* opens with 2 chips, Player *B* may not make a raise that is greater than 2 chips, making 4 chips altogether that he must place in the pot. Player *C* may not make a raise that is greater than 4 chips (the total of chips that Player *B* put into the pot).

In stud poker it should be decided before play begins whether to let the raise limits grow without interruption from the very first bet to the showdown or to begin the limits anew with each round of betting.

f. No limit is placed on bets, and the player may bet for any amount of money he has with him. He may borrow money from any player willing to extend credit. But he may not place IOU's in the pot. In any case, he must get a showdown for his money, even if a bet is made for an amount greater than he has with him. **Unlimited**

The old-fashioned custom, in case a player did not have enough money to meet a bet, was to give him 24 hours to raise it.

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35
The Ante
—The Blind

The ante is the amount that is put in the pot by a player (or players) before play begins. It need not necessarily constitute a bet.

When it is placed on the table to begin a pot before any cards have been received or seen, it is usually referred to as “the blind.”

Antes may be voluntary or compulsory, depending upon the game played and the method of betting.

36
The Pot

The pot consists of all bets (and antes, if any) made by the players during the course of a game and is usually, though not necessarily, formed toward the center of the table. It is the pool, collection or amount of chips to be played for.

37
The Bet

The bet is a wager by a player in the form of chips against other players in the game and generally goes into a pot.

38
First Bettor
before the
Draw

a.. The option of being the first bettor varies with the game. For specific information, read instructions under particular game in question.

In Stud
Poker

b. The option of making the first bet at the beginning of any betting round goes to the player with the highest card, or most valuable combination showing according to the rank of cards or combinations as given in the rules. Only actual combinations count, not possible ones. Should two or more players tie in showing the highest cards or combinations, the player earliest in turn has the option of making the first bet (see also First Bettor in Sec. 64, page 483). Many require that the player with the highest card showing after the first up card is dealt must make a bet and may not check. This does not apply to subsequent rounds of dealing.

39
First Bettor
after the
Draw

When the draw has been completed, the option of opening the betting goes to the player who made the first bet before the draw. If the player who originally opened the betting is out of the game, the option of making the first bet goes to the next active player in turn to his left.

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Thereafter each player still in the game may check, bet or raise according to the rules of betting—or drop out of play. If there is no call or raise of the opener's bet, he wins the pot.

A bet is made by placing the chips wagered in the pot. This is also known as "chipping."

Generally, the bet is not considered actually made until the player's hand is removed from the chips that he is wagering. To avoid confusion, the chips making up the wager should first be separated from the player's stack, so that everyone at the table can verify the amount, and then pushed into the pot.

When side bets are being made, the chips should be kept apart from the main pot.

The check is a declaration that a player wishes to remain in the game but would not care to make a bet during this turn. The next player in turn may then also check, open the betting or drop out of play. And any player may check, once the player preceding him in turn has also done so.

No player may check, once a bet has been made by a player preceding him in turn in that round of betting. He must then also make a bet or drop out of play. A player who has checked may meet any bets when his turn comes again in that round of betting.

When every player in the game has checked there is either (a) a further deal of cards (the draw, or another round in stud); or (b) if no more cards are to be dealt, there is a showdown of hands.

Note: The check is not used in the draw poker game known as "pass-out" (bet or drop). There a check must be an actual bet.

When a player who has the option of opening the betting checks with a good hand so that he can later raise the betting, the move is known as "sandbagging." He may also make a minimum bet to disguise the strength of his hand at first and draw other players into the betting.

40
Making the
Bet—
Chipping

41
The Check

42
Sandbag-
ging

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Sandbagging is not contrary to any rule of Poker, but many consider it unethical.

43
The Call—
Staying—
Seeing

The call is a bet equal in amount to that made by an active player in preceding turn. To call is also known as “to see” or “to stay.”

If all players still in the game have called, there can be no further betting, and there is a showdown.

The call is also sometimes used as another term for “the showdown.”

44
The Raise—
Upping—
Going
Better

The raise consists of an amount equal to the bet made by a player in preceding turn plus an added wager.

The player next in turn after a raise has been made must either call, make a further raise or drop out of play. This “raising again” is done by adding a further amount to the raise made by the previous player in addition to meeting that player’s raise.

Making a raise is also known as “upping” or “going better.”

When a raise is called, there can be no further bets by the player who made the raise. For limits on raises, see Stakes and Betting Limits, Sec. 34.

45
Betting
Round

A betting round begins after cards have been dealt to all players in the game. During the betting round each player has the opportunity to make wagers against other players in the game.

A betting round is begun by a designated player, depending on the game played. He must check, make a bet, or drop out of play. The player to the left of him must then make his betting declaration. And so on around the table with each player still in the game having an opportunity to make a betting declaration or drop out of play.

A betting round ends after any of the following:

- a. Every player in the game has checked.
- b. All bets have been called.
- c. Only one player has made a bet.

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When a player in his turn puts an insufficient amount of chips into the pot to make or meet a bet, he must either make up the deficiency or drop out of play, forfeiting any chips he may have already placed in the pot. He is not permitted in any case to make good the deficiency and raise besides, unless he had made a clear announcement that he was raising before or while putting in his chips.

46
Irregularities in
Making a
Bet in Turn

When a player in turn puts in the right amount of chips to call a bet, he is not permitted to follow this by putting in additional chips for the purpose of raising, unless he had made a clear announcement before or while putting in his chips that he was raising.

Should a player make a bet out of turn, he may not take it back out of the pot. However, when his turn comes, he may call any bets made or raise.

47
Betting out
of Turn

If the amount he has put in out of turn is insufficient to call, he must add to the pot enough chips to make the bet sufficient or drop out of play.

If the amount he has added is more than sufficient to call, then he is considered to have raised. He is permitted in any case, when his turn comes, to add to the amount of chips that he put in out of turn if he wishes to raise or add to his raise.

When a player announces that he is making a bet but does not actually put chips into the pot, it is known as a "mouth bet."

48
Mouth Bets

A mouth bet made out of turn is not binding on the player making it and may be considered in the nature of a bluff.

But if a player makes a mouth bet when his turn to bet has come, it is generally considered binding on him, and he should suit his action to his declaration by putting chips into the pot. He can be called on to make a mouth bet good by other players in the betting or by the winner of the pot.

A player may not owe chips to the pot, also known as being "shy" or "riding the pot," unless such a practice has been agreed on by all before the game.

49
Owing to
the Pot—
Shy Bets

GENERAL RULES OF POKER

If a player has put an insufficient amount of chips into the pot and the error is not noted until his turn is passed, he can be required to make the deficiency good. But after the pot has been taken in, he cannot be required to make good the deficiency.

50
Withdraw-
ing Money
from the Pot

Any money or chips once placed in the pot, even through error, must remain there until collected by the winner. The exceptions are as follows:

a. A player in his turn has put in a greater amount than he announced and he can establish this without confusion. He must receive the permission of the other players to recover this excess from the pot. He has the option if he does not wish to remove the excess to let it stand in the pot as a raise.

For other exceptions see the following sections:

	<i>Section</i>
b. Draw poker.....	16 <i>d</i>
c. Stud poker.....	21 <i>d</i> , <i>e</i> and <i>g</i> and 58
d. Imperfect decks.....	13 <i>i</i>
e. Side bets in high-low games.....	51 <i>h</i>

Note: When a player has made part of a bet and then changed his mind before completing it, he is permitted to complete the bet if he wishes. But if he decides not to, he must forfeit the chips he has placed in the pot and drop out of play. He cannot withdraw any money from the pot.

51
Side Bets—
Side
Money—
Calling for
a Short
Showdown
or Sight—
Tapping

a. A side bet, also known as “side money,” is a wager between players which does not go into the main pot.

b. In table stakes when any player has an insufficient amount of chips on the table to meet a bet, he is allowed to meet whatever part of the bet all of his chips will cover. This enables him to be in the showdown for the main pot, and is known as calling for a “short showdown” or calling for a “sight.”

His chips are put into the main pot and are matched by a like amount by all other players still actively in the game.

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Any chips above this amount are placed by other players who wish to continue the betting into side pots. These bets apart from the main pot are known as "side bets" or "side money" (see also *g* below).

c. Another way of calling for a short showdown is to "tap," which means that a player makes a single bet consisting of all the chips he has on the table. He puts these into the main pot, and they are matched by a like amount by all other players actively in the game. If some other player cannot match this bet, the procedure described in *b* above is followed.

d. In any case, it is a rule in poker that a player is entitled to a showdown in the main pot regardless of the amount of chips he has left. The betting need not necessarily stop because he is out of chips but may be continued by other active players in side pots.

When only one player has any chips left, there can be no more betting in side money, and there must be a showdown.

f. If a player refuses to meet a bet in any pot (side pot as well as main pot), he must drop out of the game, forfeiting any chips he has already bet in this particular deal.

g. The player who has the best hand at the showdown wins the main pot. The winner of any side pot is the player who has the best hand among those having made bets in that particular side pot. Any player who has dropped out of the game is not eligible for a showdown in any pot.

Example: Player *A* has 8 chips; Player *B* has 15 chips; Player *C* has 12 chips; Player *D* has 30 chips. Player *B* bets all his chips (15). Since Player *A* has only 8 chips, each player wishing to remain in the game puts 8 chips into the main pot. There are still 7 chips left of Player *B*'s bet. Of these 4 go into a second pot to meet Player *C*'s remaining 4 chips. And Player *D* also contributes 4 to this pot. The last 3 chips of Player *B*'s bet go into a third pot with Player *D*'s.

**Side Bets in
Table
Stakes**

If Player *B* has the best hand at the showdown, he wins all the pots. If Player *A* should have the best hand and

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Player *B* the second-best hand, Player *A* would win the main pot, and Player *B* would win the second and third pots. Player *A*, not having had any chips in the second or third pots, could not win in these side pots.

High-low Games

h. In high-low games, side bets are handled in the following manner: The only players who can share in any side pot are those who have won or tied for high or low in the main pot.

When all the players in a side pot have not won or tied for high or low in the main pot, the bets in that side pot are declared off, and these players take back any chips they bet in it.

If two players divide the main pot and only one of them has a bet in a side pot, he takes all the chips in this side pot.

If two players tie for high or low and only one of them has a bet in the side pot, he takes only half of the chips in that side pot. The rest of the chips in that side pot are taken back by the other players who bet in it.

When side money is divided between a player who wins high or low and a player who tied for high or low, the player who won gets two-thirds of the side money while the player who tied gets the remaining one-third.

52 Premiums— Royalties— Bonuses for Good Hands

In order to reward a good hand, it is sometimes agreed before the game begins to pay a certain bonus to the winner of a pot who holds a hand of a certain value or better. This bonus usually begins at a full house or may be set higher. The winning player must, of course, show his hand to collect. If more than one player holds a hand of bonus value, only the winner may collect the bonus. The bonus is paid by each player.

Bonuses are generally not given in wild-card games.

53 Kitty

The kitty is a side pool made up of chips taken from the pots. Various methods may be decided on for building up ("feeding") the kitty. A popular one is to take out a chip or number of chips from each pot, if the winner holds a hand of a certain rank or better.

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The kitty is used generally to provide refreshments for all players, to pay any expenses incurred in running the session or to provide an ante for all players at certain times. Making a kitty is not compulsory but must be agreed upon by all players.

When a player makes a bet that no other player in the game will call or raise, he wins the pot and need not show his hand or hole card. The exception to this rule will be found under Showing Openers in the game of jack pots.

If at any time before the showdown only one player remains in the game, he may take the pot without exposing any of his cards (except for showing openers in the game of jack pots).

When the final betting round of the game is over, all players still active must expose their complete hands or hole cards, so that all players, whether actively in the game or not, can see them. This is known as "the showdown" or the "call" or "final call."

The hand with the highest value in the showdown wins the pot. Tie hands divide the pot equally.

A man who is beaten for low in a high-low game must also expose his hand in the showdown.

A player who either in error or deliberately exposes his hand before the showdown is not barred from play.

A player in the showdown with other players, regardless of whether he called or was called, may not drop out of the game and refuse to show his hand or hole card. Many players favor a rule that a player who does not show his hand or hole card in the showdown should be fined some penalty agreed on beforehand. This fine goes to the winner of the pot.

If a player has an irregular hand in the showdown, *i.e.*, a hand containing fewer or more cards than he should have, he cannot win the pot. Any player with a regular hand is considered to have a better hand, regardless of the actual comparative values of the hands. If there is more than one

54
Winning
the Pot
before the
Showdown

55
The
Showdown

56
Irregular
Hands
in the
Showdown

GENERAL RULES OF POKER

player with a regular hand in the showdown, the one with the highest regular hand wins the pot.

The foregoing rules do not apply if the others in the game have permitted a player to continue playing with a 4-card hand. In the showdown, a 4-card hand may not be claimed as a flush, a straight flush or a straight.

A player with an irregular hand who collects the pot because his opponents have all passed is not required to return the pot if the irregular hand is discovered later.

57
Conceding
a Hand
When the
Cards
Speak for
Themselves

The general rule in poker is that the cards speak for themselves. There are exceptions, however, in games where wild cards are used and in high-low pots. In these games, the player must announce the value of his hand.

If a player concedes a hand to another in the showdown and discovers before the pot is taken that he was in error, he wins the pot regardless.

If a player concedes a hand to another in the showdown and discovers that he was in error after the pot is taken in, he can do nothing about it.

58
Obviously
Beaten
Hands

It may happen that on the last round of betting in stud poker, a player is about to make a bet though he cannot possibly win. The custom is for the dealer or some other player to warn him not to bet.

However, if he has placed a bet in the pot, many players follow the rule that he may not withdraw it.

But many others permit him to withdraw the bet made in error unless it is a raise. And some permit him to withdraw it, even when he makes a raise unless it has been called.

59
Bluffing

Bluffing—trying to mislead other players by talk, mannerisms or gestures—is a legal part of the game of poker. It is not considered an infraction of the rules for a player to make any announcements out of turn about his hand or his plan of play. A player may try to bluff opponents by playing his hand in such a way as to make it appear stronger or weaker than it really is (see also Sandbagging, Sec. 42 above).

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A round usually refers to the deal. A round of dealing is complete when every player in the game has had a chance to deal a hand or game.

60
A Round

A round is also the deal of a card or cards to every player in the game.

A game or deal consists of the shuffle, the cut, the dealing of cards, the betting and the showdown, after which a new deal or game begins. This is also referred to sometimes as a "hand."

61
A Game or Deal

Any of the following ways of varying the play in draw poker may be agreed upon; they are known variously as "whangdoodles," "rangdoodles," "roodles," "making a jack pot" and "round of jacks" or by some other term:

a. When all players pass before the draw, the antes or the bets (or both) are doubled for the next deal.

b. When all players pass before the draw, the next game is to be jack pots.

c. When one player has a full house or better, the next game is to be jack pots.

d. After a deal has been passed out before the draw, each player in turn is to deal a round of jack pots.

e. Any of the above may be combined.

62
Whang-
doodles—
Rang-
doodles—
Roodles—
Making a
Jackpot—
Round of
Jacks

Note: When the last deal of a session is coming up, the players may agree to finish up with a game of jack pots. (For a description of jack pots, see page 496.)

If players agree to play dealer's choice, it means that they assign to the dealer the right to select the game to be played and to state any variations of it that he may wish to add. He may not change any of the accepted basic rules of poker, add or take out cards from the deck in use or raise or lower the limits.

63
Dealer's
Choice (of
Variations)

These are the usual ways in which dealer's choice is run:

a. Each player, when his turn comes to deal, names the game. He may decide to play the same game called by the previous dealer, if he chooses.

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b. The first dealer names a game. This game must be played at every deal for the round. The player next in turn when the round ends (*i.e.*, when every player has had his turn at dealing) names a game for the next round. This continues until each player has had a chance to name the game to be played for a complete dealing round.

c. A main game is selected for play. Any object, known as a "buck," is placed in the pot. The winner of the pot also takes the buck. When the turn to deal comes to the player who has the buck, he names a new game if he wishes. The buck goes to the winner of the pot in this game, and he, when his turn comes to deal, may name his own game.

When a player who does not hold the buck is dealing, the main game is played.

Note: In high-low games the winner of high or low nearest to the dealer's left gets the buck.

d. It may be decided beforehand that a round of dealer's choice follows whenever a full house (or better) comes up in play.

64 Wild Cards

Certain cards may be designated by prior agreement as wild cards in any draw or stud poker game. This means generally that such a card may be used by the player holding it as a card of any suit and any denomination.

Following are popular wild-card variations:

a. *Joker*: The joker is an extra card, usually marked "joker," which comes with a 52-card deck. It may be added to the deck and used in play as a wild card. Some decks have extra cards not marked joker that may be designated as one. If no joker or extra card is available, the deuce of spades may be so designated. The game of poker with a joker was once known as "mistigris."

b. *Modified Joker (the Bug)*: In this game, the joker may be called only an ace or a card to be used in a straight or flush.

Note: It is important that players decide before the game begins whether a joker is to be used as in *a* or *b*.

c. *Deuces Wild*: Any deuce may be played as wild.

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d. Other Designated Cards: Any card or type of card may be designated as wild. There may be such specifications as "deuces and treys," "red tens," "jacks with mustaches," "one-eyed jacks or all "one-eyes," "king with a profile," etc.

e. Wild Suits: An entire suit may be designated as wild. Sometimes specifications may even be for an entire color, red or black.

The rank of the hands when wild cards are used is determined as in standard poker, except that generally five of a kind is considered to beat a royal flush, *e.g.*, 4 kings and a wild card would be called 5 kings.

**Rank of
the Hands**

Many feel that if five of a kind is recognized in a game using wild cards, then the ace-ace-high flush should also be recognized. The ace-ace-high flush is one in which a wild card is designated as the duplicate of an ace in suit as well as in rank; *e.g.*, in this hand—ace, wild card, nine, eight, seven, all in spades—the wild card is called another ace of spades.

**Ace-ace-
high Flush
and Five of
a Kind**

But if the rule is followed, as it is by many players, that *a wild card may be called anything but the duplicate of another card already held*, then the ace-ace-high flush cannot be used. By the same token, many consider it logical not to recognize five of a kind, but simply call it four of a kind.

In any case, the rule concerning ace-ace-high flush and five of a kind should be decided upon before play begins. The first is not generally recognized, but the second is.

In determining the first bettor on the first round of betting in stud poker, a wild card is considered higher than an ace. The holder of the wild card obviously has a pair. If two or more wild cards show up on the first round of betting, the wild card that is first turned up is entitled to the option of opening the betting.

First Bettor

If two or more hands are tied in poker values, the hand with no wild cards or the fewest wild cards wins. This does

Tied Hands

GENERAL RULES OF POKER

not mean that a hand of inferior poker value beats a hand of greater value just because the former hand has fewer wild cards than the latter.

First Example: Player *A* holds a flush: A-Q-J-9-5. Player *B* also holds a flush: 2-Q-J-9-5. Player *A*'s flush is better since he holds no wild cards.

Second Example: Player *A* holds a straight: 2-2-Q-J-10. Player *B* also holds a straight: 2-K-Q-J-10. Player *B*'s straight is better since it has only 1 wild card to Player *A*'s 2 wild cards.

If two or more hands are tied in poker values and in wild cards, the hand with the highest natural card wins.

Example: Player *A* holds a flush: 2-2-Q-8-3, which he calls A-K-Q-8-3. (It has been agreed not to recognize the ace-ace-high flush in this game.) Player *B* holds a flush: 2-K-2-8-3, which he also calls A-K-Q-8-3. Player *B*'s flush is better since his highest natural card (king) is better than Player *A*'s highest natural card (queen).

Stating the Value of a Hand

The cards do not speak for themselves when wild cards are used. A player must state the value of his hand in the showdown.

If a player states that his hand is of a certain value and then discovers after the pot has been taken in by someone else that his hand is of a higher value than the winner's, it is too late for him to do anything about it.

65 High-low Pots

In a high-low game the highest and lowest hands are both the winners and share the pot equally. The general rules of poker apply with some exceptions, the most important of which is that the hands *do not* speak for themselves. The value of the hands must be announced in all cases.

Low Hand

The low hand is the lowest ranking hand in value. The rank of the hands is determined as in standard poker (see Sec. 29).

The rank of a hand if it contains less than a pair is determined by the highest card of the hand, not the lowest card.

Example: J-10-9-7-5 (not a flush) is a lower hand than

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Q-5-4-3-2 (not a flush) because the highest card of the first hand (the jack) ranks below the highest card of the second hand (the queen).

In case two or more hands are tied for low, they split half of the pot evenly. The other half of the pot goes to the high hand.

*Settling in
Case of Ties
for Low*

If a pot does not divide evenly, the odd chip goes to the high hand.

*The Odd
Chip*

In high-low games the ace generally retains its ranking as the highest card, besides being allowed to rank as the lowest card of a straight. Some players feel that it should be permissible to call the 5-4-3-2-A an ace-high hand instead of a straight if a player wishes to play for low. The theory here is that the rank of the ace as the lowest card of the straight is an optional, but not an arbitrary, ranking.

*Rank of
the Ace*

A popular variation is to allow the ace to be called a one, as well as the highest card. This would enable a player, for example, to rank a pair of aces lower than a pair of deuces. Or, a player might announce a hand such as 7-5-4-3-A (not a flush) as merely a seven-high hand. In any case, the question of how the ace is to rank should be definitely settled before play begins.

Before play begins, players should decide how announcements for high or low are to be made. Generally, one of the following methods of making announcements is used:

*Going for
High or
Low*

a. All active players in the showdown announce whether they are playing for high or low and state the value of their hands.

b. Starting with the player at the dealer's left, each active player announces whether he is playing for high or low, but no hands are shown or hole cards turned up until every player has made his announcement.

Before the showdown, each player left in the final call decides mentally whether he is going for high or low. If he decides upon low, he takes a white chip in his hand without

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letting the others see it. If he decides upon high, he takes a red chip in his hand. If he decides upon both high and low, he takes a blue chip in his hand. When everyone has decided, a signal is given by the dealer and players expose the colors of their chips.

If there are only two players in the showdown and they both decide on high, the higher of the hands takes the entire pot. If both decide on low, the lower of the hands takes the entire pot.

Going for Both High and Low— Going Both Ways

A popular variation today is to allow the player to announce that he is going for both high and low at the same time.

A player chooses mentally two hands of 5 cards each from the cards that he holds and announces what they are when his turn comes. If he is playing with a 5-card hand, his combination of cards can have two different values only if he holds wild cards or if the ace is permitted to be ranked low as well as high (see Rank of the Ace, page 485).

If a player announces both high and low and is tied or loses on either announcement, he may not collect anything from the pot. In such a case the pot is contested for by the remaining players in the game. If only one player remains, he wins the entire pot.

First Bettor in High-low Stud Games

Though the general rule is that the man holding the highest card or combination has the option of opening the betting on any round, some players prefer that the player at the dealer's left has the option of opening the betting on every round.

66 Tied Hands in Seven- card Stud or Draw

In games played with hands of more than 5 cards, only 5 cards are selected to make a combination for a showdown. The remaining cards do not count toward the value of the declared hand.

Thus, if Player *A*, for example, held J-10-9-8-7-A-K and Player *B* held J-10-9-8-7-4-3, the hands would be tied in value. The fact that the value of Player *A*'s odd cards (ace, king) is higher than the value of Player *B*'s odd cards (four, three) does not break the tie.

DRAW POKER GAMES



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STRAIGHT DRAW POKER

This is the basic form of the draw poker group of games. It may be played by two or more players, but it is best when there are five to seven playing.

The deck used is the standard deck as described in Sec. 1 of the General Rules.

The procedure for seating the players, deciding the first dealer, shuffling, cutting, buying chips and setting betting and stake limits is as described in the General Rules, Secs. 3 to 11 and 34. Irregularities in any phase of the game will be found under appropriate headings in the General Rules. A description of the game follows:

- 1**
The Play before the Draw Anteing Each player places an equal amount into the pot. This process is known as "making the ante" (see Sec. 36 of General Rules). Or, it may be agreed that only the dealer is to make the ante. The amount of the ante is usually equal to the size of the minimum bet that may be made in the game, and is the same for every game thereafter, unless changed by agreement. It is not considered to be the first bet of the game.
- First Deal* The dealer serves 5 cards face down to each player, 1 at a time and in clockwise rotation, beginning with the player at his left.
- Assessing the Hand* When the deal is finished, the players pick up their hands and count the cards before looking at them to make certain they have the right number. Then each player looks at his hand for the purpose of assessing its value (see Sec. 29 of the General Rules). He bears in mind that he may be able

STRAIGHT DRAW POKER

to improve his hand by making discards and replacing the cards that he cast off with new ones in the "draw" (see below).

The player at the dealer's left has the option of making the first bet, also known as "opening the pot" (see Secs. 36 and 40 of General Rules).

*First Bettor
and First
Round of
Betting*

a. If the player does not care to make a bet, he may say, "I check" or simply "Check," indicating that he wishes to remain in the game without making a bet during this turn. If he does not bet or check, he must pass, *i.e.*, drop out of play until the next game is dealt. In passing, he places his cards face down on the table without showing them to the other players.

b. If the player who has the option of making the first bet does not open the pot, the turn passes to the player at *his* left. This player now has the option of making the first bet, checking or passing. This process continues in regular turn for every player, until one of the following happens: (1) some player makes a bet; (2) all players check; or (3) all players drop out of play.

(1) If some player makes a bet, each player in the game in successive turn must do one of the following: *meet the bet* (also known as "staying" or "calling"), which is done by putting chips into the pot equal to the bet made; or *raise the bet*, which is done by putting chips into the pot equal to the bet made plus an added wager; or *pass*, *i.e.*, drop out of play.

No player may check after a bet has been made, and any player who checked previous to the opening bet must now meet any bets or raise to stay in the game. A player who drops out of the game loses any chips he may have put into the pot. The betting round continues around the table and ends only when all bets have been met and there are no further raises. All players who have not dropped out of play qualify for the draw.

If some player makes a bet and every other player passes, he wins the pot and the play ends. He does not have to expose his hand. There is a deal for a new game.

STRAIGHT DRAW POKER

(2) If all players check, every player qualifies for the draw.

(3) If all players pass, a new deal is called for with the next player in turn dealing. All chips anteed are left in the pot and added to the pot of the next game.

2 The Draw Discarding for the Draw

The players qualifying for the draw are permitted to make discards and draw other cards to replace them. Cards for the draw are dealt beginning with the player at the dealer's left, and players are served in turn. As a player's turn comes, he discards from his hand and asks the dealer for other cards to replace those he is discarding. He must state distinctly how many cards he is drawing. The usual method is for a player to say, "I'll take_____". A player discards by taking cards from those he is holding, placing them on the table face down and removing his hand from them. The dealer must also state distinctly how many cards he is drawing.

Limit of the Draw

It is customary to set the limit at 3 cards if there are more than five players in the game. With fewer than five in the game, some players permit a player to replace any number of cards he wishes, and even to discard his entire hand and draw 5 new cards to replace it. The limit of the number of cards a player may draw should be agreed on before the game begins. It is very important that the limit be settled beforehand.

Each player must be dealt *all* the cards he is drawing when his turn comes. (See diagram on opposite page.)

Player *A* is the dealer. Consequently Player *B* has first say. *B* checks, wishing to make no bet in his present turn.

Player *C* places a bet into the pot—1 chip.

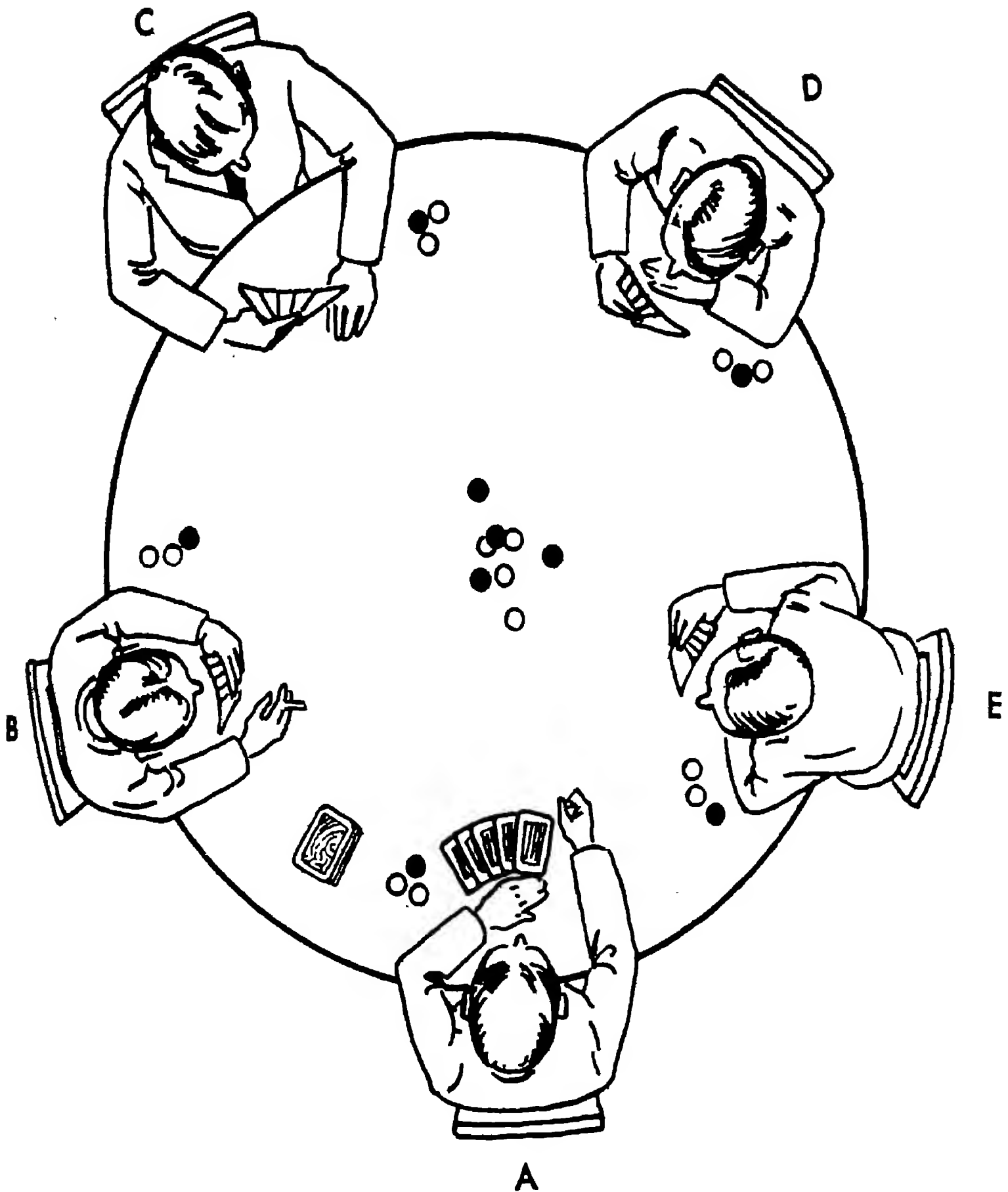
Player *D* passes—dropping out of play.

Player *E* meets *C*'s bet by also placing a chip in the pot. He is staying.

Player *A* raises the betting 1 chip. He does this by placing 2 chips into the pot—1 to meet the bet by Player *C* (which was also called by Player *E*) and another to raise the bet.

Player *B*, who had previously checked, decides to stay.

STRAIGHT DRAW POKER



He places 2 chips in the pot—1 to meet Player C's bet and 1 to meet (call) Player A's raise.

Player C places a chip into the pot to meet Player A's raise.

Player D is no longer in the game.

Player E places a chip in the pot to meet Player A's raise.

And now since there have been no further raises, the betting round is over, with all bets met by active players.

The last card in the deck may not be dealt. To provide more cards for dealing, the last card and all dead hands and

**Last Card
of Deck**

STRAIGHT DRAW POKER

discards, except the discards of the player still to receive cards, are shuffled and cut. The cut may be made by any player, but the next player to receive cards cuts last. The deal is then completed (see also Secs. 18 and 19 of the General Rules).

Standing Pat

A player may decline to make any discards, which means that he intends to play his hand as it is. This is known as "standing pat," and the player keeps his original hand known as a "pat hand" (see also Sec. 17 of the General Rules).

3 The Play after the Draw First Bettor in Final Round of Betting

After all players still in the game have been served their cards in the draw, the second (final) round of betting begins.

The player who made the opening bet before the draw again has the option of making the first bet, checking or dropping out of play. If he is no longer in the game, the option of making the first bet goes to the next active player in turn to his left.

The play proceeds as described in the first round of betting before the draw, with each player in turn either checking, betting, raising or dropping from play.

End of Betting

When all bets have been met, there is a showdown of hands; or, if all players check, there is a showdown of hands (see below). If any player makes a bet that is not met or raised by at least one other player, he wins the pot without having to expose his hand. Play ends, and a new deal follows.

4 Winning the Pot before the Showdown

If at any time before the showdown only one player remains in the game, he may take the pot without exposing his hand.

5 The Showdown The Winner

When all bets have been met, or if all players checked, each player still in the game exposes his entire hand, so that all players, whether active or not, can see his cards. The hand with the highest value wins the pot (see Sec. 29 of General Rules).

DRAW POKER WITH A BLIND ANTE

Tie hands divide the pot equally.

In this game, the cards speak for themselves. If a player concedes that he was beaten but discovers before the pot is taken in that he was in error of the value of his hand and that it is the best hand in the showdown, he collects the pot regardless. But if he discovers the error after the pot was taken in, he can do nothing about it.

Every player in the showdown must show his hand, even if he concedes he is beaten. Many players favor a rule that a player who refuses to show his hand in the showdown be fined some penalty agreed on before the game began. This fine goes to the winner of the pot.

*Refusing to
Show a
Hand*

After the pot has been won, the turn to deal passes to the player at the left of the last dealer.

6
*Dealing a
New Game*

DRAW POKER WITH A BLIND ANTE

(Also known as blind tiger or blind and straddle)

This used to be the standard and most popular form of poker. It is best when played by five, six or seven players. The procedure up to anteing is as in straight draw poker.

Players do not look at their hands during the anteing period, unless they are dropping out of play. The period of anteing is actually a betting round before looking at the cards.

1
Anteing

The ante is made by the player at the dealer's left (once known as the "age" or "edge"). He places a chip in the pot. The amount of this ante (also known as the "blind")

DRAW POKER WITH A BLIND ANTE

is agreed on beforehand and is the same for every game. The ante is compulsory and must be made by the player at the dealer's left to open every game.

The turn to play then goes to the player at the left of the one who has made the ante. This player may do one of the following:

- a. Make a bet equal to the amount of the ante.
 - b. Raise the ante before looking at his cards (known as "straddling").
 - c. Drop out of play.
- a. If he makes a bet equal to the amount of the ante, then every player after him in turn and including the dealer must also make a bet equal in amount (but may not raise) or must drop out of play.
- b. If he raises the ante—this is done by placing 2 chips in the pot—then every player after him in turn must meet this bet, raise it a chip, or drop out of play. The player who made the original ante is required to put enough chips into the pot to meet any raises made after his turn, if he wishes to remain in play, or he may raise (straddle) further. And every other player who has not met the raises must do so.
- c. If he drops out of play, then the turn passes to the left, and this player may play as in *a*, *b* or *c* above.

2 First Round of Betting

The period of anteing over, players still active in the game now look at their cards, estimate the value of their hands and begin a round of betting. The option of opening the pot goes to the first active player at the left of the one who made the last raise during the period of anteing. If there was no straddling, the player to the left of the one making the first ante has the option of opening the pot.

The betting procedure, after the opening bet has been made, is as described under the first round of betting in straight draw poker, except that a player may not check. He must bet, raise or drop out of play. When all bets have been called, the draw follows. If the first bettor places a bet that is not called, he wins the pot and the game is over.

Procedure for the draw is as explained in straight draw poker.

PASS OUT

The player who made the opening bet (not ante) before the draw again has the option of making the first bet after the draw or dropping out of play. If this player is not in the game, the next player to his left still active in the game has the option. The play then is as explained in The Play after the Draw in straight draw poker.

3
First Bet
after the
Draw

The showdown is as explained in straight draw poker. After the showdown is over and the pot has been won, the deal passes to the next player in turn to the left.

PASS-OUT

(Also known as bet or drop)

In this variation of draw poker, procedure up to anteing is as explained in straight draw poker.

There are two ways of anteing: either the dealer alone places in the pot a chip of higher value than a white chip—the amount of this ante is agreed on beforehand and is the same for every game; or every player antes an amount usually equal to the minimum bet to be made in the game.

The play then proceeds as in straight draw poker, except that a player may not check. He must either bet or drop out of the game.

JACK POTS

The game of jack pots is at present the most popular of all draw poker games. Even when players begin a session with some other form of draw poker, they usually switch to a round or jack pots at some time during the course of the evening. Among many players certain situations are recognized as automatically calling for a change to jack pots (see Sec. 62 of General Rules).

In jack pots, the procedure up to the first bettor is as explained in straight draw poker.

1 First Bettor

The option of making the first bet goes to the player at the dealer's left, but he may not make a bet unless he holds a pair of jacks or any combination that ranks higher than a pair of jacks.

If this player cannot open the betting or does not choose to—even though he holds a pair of jacks or a higher combination—he may check. The option of opening the betting then passes to the player next in turn to the left and so on around the table until some player makes an opening bet on a hand that contains a pair of jacks or a higher combination.

Once the betting has been opened, all players, including those who have checked previously, may enter the betting regardless of the value of their hands. They bet, raise or drop out of play as described in the betting procedure in straight draw poker.

2 Sweetening or Fattening the Pot

If all players check with no one opening the betting, chips already anteed remain on the table and there is a new deal.

JACK POTS

New antes are added. This process is known as “sweetening” or “fattening” the pot.

The next player in turn to the left deals, and the procedure described under the first bettor is repeated. The process of having a new deal and “sweetening” the pot continues so long as all players check and until someone opens the betting. Many players prefer to have the same dealer continue the deal until someone opens the pot. But the pot is still sweetened before each deal.

When the first betting round is over, the players still in the game qualify for the draw. If the player who opened the betting remains for the draw, he should place the cards that he is discarding face down to one side or under the chips in front of him.

A player may discard any or all the cards of a combination that qualified him to open the betting and draw new cards to replace them. He should, however, dispose of his cards in the manner described above so that they may be identified and examined later if necessary.

3 Splitting Openers

The draw proceeds as in straight draw poker.

After the draw, the play proceeds as in straight draw poker to the showdown.

A player who made the opening bet in the first round of betting is not entitled to win the pot unless he can prove that before the draw he had a hand containing a pair of jacks or a higher combination. If no one meets his bet in the first or final round of betting, he is required only to show the combination that qualified him to open the betting originally. He need not show his other cards.

4 Showing Openers

If he is in the showdown, he is required to show his entire hand.

If a player who made the opening bet in the first round of betting drops out of play at any time before the showdown, he must be prepared to prove at the showdown that he held a combination qualifying him to open the betting originally.

The penalty for opening falsely is described below.

JACK POTS

5 False Openers

When a player is discovered to have made an opening bet without a combination qualifying him to do so, his hand is considered dead, *i.e.*, he is automatically out of play.

If the discovery is made before the showdown, play continues among the other players active in the game, whether or not any of them held combinations qualifying them to open the betting.

If the discovery is made during the showdown, the highest hand among the remaining active players takes the pot.

If it is discovered that a player opened falsely but does not hold the highest hand, the holder of the winning hand among the active players collects the pot even though he did not originally hold openers. A penalty is assessed against the offender nevertheless, even though he is out of play.

If all other players have dropped out of play when the discovery is made, whether before the draw or after, the pot is left on the table for the next game.

If a player is discovered to have opened the betting falsely after having been allowed to take in the pot, he cannot be made to return it if he has the highest hand. Nor should there be any penalty against him. But players should require the winner to show his openers before being allowed to take the pot—to guard against errors.

6 Penalty for Opening Falsely

The usual penalty for opening falsely is to have the offender pay 1 white chip to all other players. Or, he may be required to ante for everyone in the next deal. The latter is known as a “free ride.” However, other penalties may be agreed upon before the game begins.

PROGRESSIVE JACK POTS

This is a variation of jack pots in which a player must hold a pair of queens or some higher combination to open the betting after all players have checked in the first deal without opening the pot. If the pot is not opened in this deal, then the minimum requirement for making the first bet in the following deal becomes a pair of kings. And if there is no opening again, the minimum requirement becomes a pair of aces. This process may go as high as two pairs, after which, if there is still no opening, it returns to a pair of aces, and so on, down to kings, then queens, then back to jacks again.

After each deal without an opening the pot is sweetened. Some players like to have the betting limits doubled.

Once the betting is opened, the next deal reverts automatically to jack pots.

DRAW POKER WITH THE CARDS OPEN

In this variation, 5 cards are dealt to each player, as in straight draw poker. When every player in the game has his 5 cards, all hands are turned face up.

There is betting and a draw as in straight draw poker, and all the rules except those on exposed cards apply.

The cards in the draw are also dealt face up.

HIGH-LOW DRAW POKER

In this game the procedure for straight draw poker is followed throughout until the showdown. In the showdown, the pot is divided between the holder of the highest hand and the holder of the lowest hand (see Sec. 65 in General Rules for detailed information).

SPIT IN THE OCEAN

(Also known as spit in the river)

In this variation only 4 cards are dealt to each player.

The next card is dealt face up and placed in the center of the table where it remains throughout the game. This card is considered wild, as are the other cards of the same denomination.

Every player mentally figures this card as the fifth card in his hand.

The draw is made as in straight draw poker. After the draw, no player may have more than 4 cards in the hand. The procedure for play otherwise is as in straight draw poker. The general rules and those for wild cards (Sec. 64) apply.

(Variation) In another form of spit in the ocean, after each player has been dealt 4 cards, 3 cards are dealt to the center of the table face down.

The betting does not begin until one of the center cards is turned face up by the dealer. Each player then may mentally figure this card as part of his hand, and the first round of betting begins.

The second card is then turned up by the dealer, and there is another round of betting. The third card is then

turned up and is followed by the final round of betting. There is no draw during any part of the game.

In the showdown, each active player may mentally select any one of the center cards to add to his hand—but only one of them.

The rules for play otherwise are as in straight draw poker.

Some players vary the game still further by calling all the center cards and any others of the same denomination wild. The rules for wild cards then also apply.

The game may also be played high-low, in which case see Sec. 65 in General Rules.

THE WILD WIDOW

In this variation of draw poker, 4 cards are dealt face down to each player. Then 1 card is dealt face up in the center of the table. The deal is continued for the players until each player has a hand of 5 cards.

Any cards of the same denomination as the one in the center of the table are considered wild. The card in the center of the table is not used in play but remains there until the end of the game.

The procedure for play otherwise is as in straight draw poker, and there is a draw. The general rules and those for wild cards (Sec. 64) apply.

SHOTGUN

In this variation only 3 cards are dealt face down to each player. This is followed by a round of betting as in straight draw poker. The players are then dealt their fourth and fifth cards also face down. Another round of betting follows:

DOUBLE-BARRELED SHOTGUN

This is followed by a draw.

The play then proceeds as in straight draw poker, and the same rules apply.

DOUBLE-BARRELED SHOTGUN

(Also known as Texas Tech)

This game is dealt like shotgun. It is played high-low. After the draw, there is no betting for a showdown; instead, each player exposes 1 card to the table followed by a round of betting. This is continued until all cards are exposed. There are five rounds of betting altogether, one for each exposed card.

STUD POKER GAMES



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STUD POKER GAMES

Stud poker provides more action than most draw poker because it has more betting rounds. Except for 1 closed card (or 2 in some variations), every player can see the cards dealt to his opponents and can estimate his prospects accordingly.

STRAIGHT FIVE-CARD STUD POKER

Five-card stud is the basic game of the stud-poker group. Since there is no draw to improve hands in stud poker, it is possible to include a greater number of players. Ten players make the best limit for a game.

The deck is the standard one described in Sec. 1 of the General Rules. The procedure for seating the players, deciding the first dealer, settling on the stakes and betting limits, buying chips, shuffling and cutting and other preliminaries are as described in the General Rules.

There is usually no ante in this or any other stud poker game unless the players agree to use one as in draw poker.

1 The Deal in the First Round

One card is dealt face down to each player in clockwise rotation, beginning at the dealer's left, until every player in the game has been served. These are known as "hole cards." The identity of the hole card should be known only to the player holding it, and he may look at it at any time during play. He should be careful to look at it in such a manner that no one else can get a glimpse of the card. The hole card constitutes the unknown element in the player's hand.

STRAIGHT FIVE-CARD STUD POKER

Another round of cards is then dealt face up in the same rotation, beginning with the same player, until everyone has been served. Each player now has 2 cards, the first face down, the second face up on top of it. The face-up cards are known as “up cards” (see illustration, page 507).

After the first 2 cards have been dealt, the first betting round follows. The option of making the first bet goes to the player with the highest up card. Should two or more players have up cards of equal value, the player whose card was dealt earlier has the option of making the first bet. But many require that the player with the highest card showing after the first up card is dealt must make a bet and may not check. This does not apply to subsequent rounds of dealing.

2
First Bettor

a. If the player who has the option of making the first bet does not choose to bet (also known as “opening the pot”), he may say, “I check,” indicating that he wishes to remain in the game without betting during this turn. If he neither bets nor checks, he must drop out of play until the next game (also known as “folding”). He folds by turning his up card face down and does not expose his hole card.

3
The Betting

b. If the player who has the option of making the first bet does not open the pot, the turn passes to the player at his left, who has the option of making the first bet, checking or folding. This process continues in regular turn to the left for every player until one of the following happens: (1) Some player opens the pot; (2) all players check; or (3) all players fold.

c. If some player makes the first bet, each player in turn after him has the choice of one of three plays: *meeting the bet* (also known as “staying” or “calling”), which is done by putting chips into the pot equal to the bet; or *raising the bet*, which is done by putting chips into the pot equal to the bet made *plus* an added wager; or *folding*.

No players may check after a bet has been made, and any player who checked previous to the opening bet must now meet any bets or raise to stay in the game.

When the betting is over and all bets have been called,

STRAIGHT FIVE-CARD STUD POKER

the players still active in the game qualify for another round of dealing.

d. If all players check, every player checking qualifies for another round of dealing.

e. If all players fold, there is a new deal.

4 Further Rounds of Dealing

f. All players still active in the game are dealt another card face up. As the dealer serves each card to a player, he should announce the value of the hand, *e.g.*, "ace high," or "pair of tens," etc. In later rounds, he announces not only the actual combinations showing but the possible ones, *e.g.*, "possible flush" or "possible full house." He does not announce, usually, possible combinations lower than a straight.

It is customary before dealing the last round of cards for dealer to announce that the last round is coming up.

g. Another round of betting now follows, the option of making the first bet going to the player with the highest card or most valuable combination showing. Only actual combinations count in determining the first bettor, not possible ones.

The play then continues as described under The Betting above, after which play proceeds as in *f* and *g*, until each active player has a hole card and 4 up cards. The last round of betting occurs after the last up card is dealt.

By the time the players are ready for the showdown, there will have been four rounds of betting.

5 Winning the Pot before the Showdown

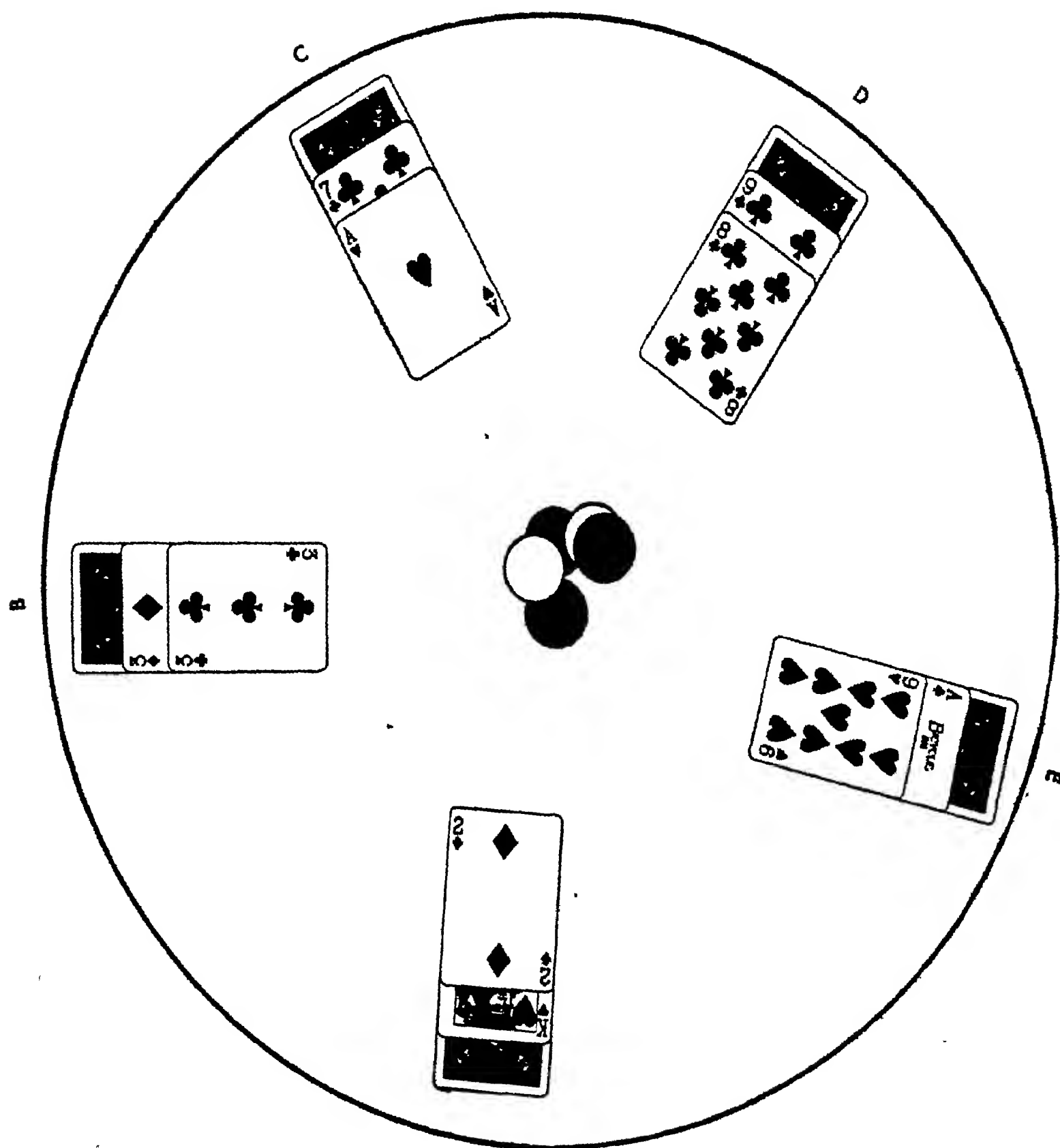
If, at any time before the showdown, only one player remains in the game, he may take the pot without turning up his hole card.

6 The Showdown

When the final betting round of the game is over, all players still active must expose their hole cards so that all players, whether actively in the game or not, can see them. This is known as the "showdown," also as the "call" or "final call."

The hand with the highest value in the showdown wins the pot. Tie hands divide the pot equally. (For other rules governing the showdown, see Sec. 55 in the General Rules.)

STRAIGHT FIVE-CARD STUD POKER



THE FIRST BETTOR IN STUD POKER

After the first round of up cards has been dealt, player *E*, whose card, the ace of spades, is highest, has the option of making the first bet.

After the second round of up cards has been dealt, player *B* with his pair of threes is highest and has the option of making the first bet.

FIVE-CARD HIGH-LOW STUD

7
Providing
More
Cards for
Dealing

The last card in the deck may not be dealt to a player. To provide more cards for dealing, the last card and all dead hands are shuffled and cut. The cut may be made by any player, but the next player to receive cards cuts last.

8
Dealing a
New Game

After the pot has been won, the turn to deal passes to the player at the left of the last dealer.

There is also a deal for a new game if *all* players fold without making a bet.

FIVE-CARD HIGH-LOW STUD

This form of stud poker is played as in straight five-card stud up to the showdown. But at the showdown, the highest and lowest hands divide the pot equally (see also high-low pots, Sec. 65 of General Rules, for further information).

FIVE-CARD STUD—LAST CARD DOWN

This is played as in straight five-card stud, except that the last card is also dealt face down, thus giving each player 2 hole cards.

FIVE CARD STUD—LAST CARD OPTIONALLY DOWN

In this variation, which may be used also in five-card high-low stud, a player may, if he chooses, turn up his hole card and have his last card dealt face down. Otherwise play is as in straight five-card stud.

FIVE-CARD STUD-OPTIONAL WILD CARD

(Also known as Mexican stud)

In this game, the first 2 cards are dealt face down to a player, but 1 at a time. Players then may turn up either card.

This is followed by a round of betting, after which another card is dealt face down to each player, and again he may turn up either of his down cards.

There is another round of betting, and the process of the deal and turning up one of the down cards, followed by a round of betting, continues until each player still in the game has 4 up cards and only 1 hole card.

At the showdown, the hole card is considered wild, as are all other cards of the same denomination in the player's hand (see also Sec. 64 of General Rules for more information on wild cards). In a variation, this hole card is also considered wild for any other player who holds it. The game may be played without considering the hole card wild. The play otherwise is as in straight stud poker.

FIVE-CARD STUD-FIVE BETS

(Also known as hole-card stud or pistol Pete)

This game is played as in straight stud poker, except that there is an extra betting round that occurs after the hole cards have been dealt to each player and before any up cards are dealt.

LOW-BALL STUD

This game is played as in regular stud, except that at the showdown the lowest hand is the winner.

Many players logically permit the player with the lowest poker combination to have the option of making the first bet at the beginning of each round of betting.

FIVE-CARD HIGH-LOW STUD—PASSING UP CARDS (Also known as Rothschild)

a. This high-low variation of 5-card stud begins with the dealer serving every player a hole card. He then deals an up card to the player at his left.

b. The player has the option of keeping the up card or passing it on to the player at his left. If he passes it on, he is immediately dealt another up card, and he must keep this card.

c. But if he decides to keep the original card dealt him, then the dealer turns an up card for the next player in turn. This player also has the option as described in *b*.

d. The procedure continues about the table with each player doing one of the following: accepting a passed card; passing it on to the player at his left and having a new up card dealt in its place, which he must keep; or, if no card has been passed to him, having an up card dealt to him and making his play as in *b*.

e. In any case, no player may accept a passed card and have an up card dealt to him, too.

f. When the turn comes to the dealer, he may accept a passed card or refuse it and put it on the bottom of the deck.

STRAIGHT SEVEN-CARD STUD

If he refuses it, he deals himself an up card, which he must keep. If no card has been passed to him, he has the option of keeping the up card that he deals to himself or refusing it and dealing himself a new up card which he must keep.

g. When each player has a hole card and an up card, the first round of betting begins. The betting finished, the dealer serves another round of cards and play continues as in *b* through *f* above.

h. This again is followed by a round of betting, and the procedure continues as described until each player in the game has a hole card and 4 up cards. Then follows a round of betting after which each active player in turn may discard his hole card or *any* up card and receive another card in its place. If he discards a hole card, a card is dealt *face down* in its place. If he discards an up card, a card is dealt *face up* in its place.

The final round of betting then begins, followed by a high-low showdown.

STRAIGHT SEVEN-CARD STUD

(Also known as peek, down the river, and seven-toed Pete)

In this variation of stud poker, the players receive their first 2 cards face down, dealt 1 at a time.

The third card is dealt face up. There is then a round of betting, followed by the deal of another up card and a round of betting. This process continues until each active player has 2 hole cards and 4 up cards. Another card is then dealt face down, and this is also followed by a round of betting, so that there have been five rounds of betting. Each active player now has 7 cards—3 down and 4 up.

At the showdown, each player selects only 5 cards of his 7 to represent his poker hand, (see also Sec. 66 of General Rules). Otherwise, the rules are as for straight five-card stud poker.

SEVEN-CARD HIGH-LOW STUD

The play in this game is as in straight seven-card stud, except that at the showdown, the highest and lowest hands divide the pot equally.

Any player may go for both high and low, according to the rules for high-low pots (see Sec. 65 of General Rules).

SEVEN-CARD STUD- OPTIONAL WILD CARD

This is played as in five-card stud—optional wild card. But each player ends up with 6 up cards and 1 hole card.

SEVEN-CARD STUD-LOW HOLE CARD WILD

In this game, each player gets 3 cards face down, dealt 1 at a time. Players then turn 1 card face up.

There is a round of betting, after which another card is dealt face down to each player. Another card is then turned up, followed by a round of betting.

This process continues (with each card dealt coming face down to a player), until the seventh card is dealt. This remains face down.

BASEBALL POKER

Every player still in the game now has 4 up cards and 3 hole cards. At the showdown, the *lowest* hole card is considered wild. Any other player in the game who has a card of the same denomination may also consider it wild (see Wild Cards, Sec. 64 of General Rules).

This game may be also played high-low (see High-low pots, Sec. 65 of General Rules).

SEVEN-CARD STUD—ANY ONE HOLE CARD WILD

This game is played exactly as seven-card stud—low hole card wild described above, except that a player may choose any one of his 3 hole cards for his wild card. Any other player in the game who has a card of the same denomination may also consider it wild.

BASEBALL POKER

This game follows the play in seven-card stud with these exceptions:

- a.* A three of any suit dealt as an up card makes a player's hand dead, and he must drop out of play.
- b.* A three of any suit, if a hole card, is wild.
- c.* A four of any suit dealt as an up card entitles the player to have an extra card dealt face up to him.
- d.* All nines are wild, whether up cards or hole cards.

In another variation, a player may turn a three dealt as an up card into a wild card by putting up a sum the size of the pot or some other fixed amount agreed upon before-

SIX-, EIGHT-, NINE-, OR TEN-CARD STUD

hand. No one is required to meet that sum, as it is not considered a bet but is merely a fee.

Jacks with moustaches may also be considered umpires and permit a player receiving one in the deal to banish (discard) 1, 2 or 3 cards from his hand and have them replaced by others. The number of cards to be banished should be decided upon beforehand.

This game may also be played high-low (see High-low Pots, Sec. 65 of General Rules).

SIX-, EIGHT-, NINE- OR TEN-CARD STUD

These games follow the rules of seven-card stud. The method of dealing hole cards and up cards is decided on beforehand. The only difference in these games is the number of cards dealt.

BIMBO HIGH-LOW

(Also known as double-handed high-low)

In this game, each player is dealt *two* hands of 5 cards each according to the procedure in five-card stud—optional wild card (page 509).

Each hand is dealt to separately in turn and is bet as a different hand. When a player bets on one of his hands, his other hand must call the bet along with the opponents or fold. A player may fold one hand at any time and stay in with the other.

At the end each player announces what he is going to do with each hand—go high or low, or high-low.

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WHISKY POKER

a. In this game, each player is dealt 5 cards face down, and 5 extra cards are dealt face down to the center of the table. The extra hand is called the "widow." The dealer serves the cards in regular rotation dealing to the widow before himself.

b. Play begins with the player at the dealer's left. He may exchange his entire hand for the widow or say, "I pass," and keep his hand as it is. If he exchanges his hand for the widow, he places his own hand face up on the table, and it becomes the new widow.

c. Every player in turn after him has the option of picking up the face-up widow and replacing it with his own hand, or he may, if he chooses, take any number of cards from the widow and replace them with a like amount from his own hand. But a player may not pass while there is a face-up widow on the table. He must either exchange with the widow or knock.

d. When a player knocks, it signifies he is ready for a showdown.

e. Should any player knock, every player following him in turn has one more chance to exchange his entire hand or any number of cards with the widow, but no player is required to exchange cards with the widow if he chooses not to. When the turn comes back to the player who knocked, there is a showdown, and the highest hand wins a pot composed of antes made before play. If no antes have been made, the lowest hand pays an amount agreed upon beforehand to the pot or all other players.

f. No player may exchange with the widow and knock at the same time, and no player may exchange with the widow after he has knocked.

g. Should the first player pass his turn, then the next player may take up the closed widow and replace it with his own hand face up. The play then continues as described in *c* above.

COLD HANDS

Or he may also pass his turn, and keep his hand.

h. If all players, including the dealer, pass and do not pick up the original widow, the dealer turns up the widow and there is another round during which players may knock or exchange with the widow, following the play as in *c* above.

Even if the dealer knocks while the widow is still face down, he turns it up for another round of play.

i. A player may knock at any time before or after the original widow is exposed.

j. Players may pass only before the original widow is picked up, but after that they must either exchange with the face-up widow or knock.

Note: A player may exchange only his entire hand for the original widow, but he may exchange his entire hand or any part of it for a face-up widow.

STRAIGHT POKER WITHOUT A DRAW

(Sometimes known as showdown)

Each player receives 5 closed cards in the deal. Beginning with the player at the dealer's left, each player may check, bet or drop out of play.

The betting procedure is as in draw poker. But when the betting round ends, there is no draw. There is a showdown.

COLD HANDS

There is no betting in this game. It is generally used to determine the winner of a specially put-up stake or perhaps of the kitty.

Each player is dealt 5 cards face up, and the highest hand is the winner.

TWO-CARD POKER

(Also known as hurricane)

Each player receives only 2 cards in the deal in this game, and it may be played as in stud, with 1 hole card and 1 up card, or as in draw, with both cards closed and a draw after the first round of betting.

There may be a previous ante. Wild cards may be used. The play may also be for high-low.

The highest hand is a pair.

CINCINNATI

(Also known as lame brains)

Each player is dealt 5 closed cards. An odd hand of 5 closed cards is also dealt to the center of the table.

There is the first round of betting after the deal.

The dealer then turns up 1 of the cards of the odd hand, and each player may mentally consider it as part of his hand, selecting any 5 cards.

This is followed by another round of betting. Then another card is turned up, after which there is still another round of betting, etc., until all the cards in the odd hand have been turned up.

In the showdown, each active player may mentally make up a hand consisting of the 5 best cards between the hand that he is holding and the one on the table. This may also be played high-low.

ROUND THE WORLD

This game is played as in Cincinnati described above, except that each player is dealt only 4 cards, and the odd hand also has only 4 cards.

The game is usually played for high at the showdown but may be played for high-low also.

THE CROSS WIDOW

This game is played as in Cincinnati described above, except that the 5 cards in the odd hand are dealt out in the form of a cross.

A player may mentally figure for his hand only 3 cards in the odd hand that run in a straight line, thus giving him two choices. Sometimes the center card is played as wild not only in the odd hand but for anyone holding one of the same denomination.

The game may also be played high-low.

THREE-CARD MONTE

Each player is dealt 1 card face down. This is followed by a round of betting. Then each player gets a card face up, followed by another round of betting.

A third card is dealt face up, and there is a final round of betting. After which there is a showdown.

There may be 3-card straights or flushes, and the cards rank as in standard poker. But some players consider three of a kind as the highest hand.

LEG IN A POT

In this variation, which can be used in any poker game, no player may collect the pot until he has had two winning hands. These need not be won consecutively.

This is an exciting device for building big pots.

T.N.T.

(Also known as snookie)

Each player receives 3 cards face down dealt in rotation, 1 at a time. Then follows a round of betting.

Then each player is dealt another closed card, followed by another round of betting. This continues until every active player has 7 closed cards, with betting after each round of cards has been dealt.

Each player now discards any 2 cards from his hand, leaving him with 5 cards. Every player, beginning with the man at the dealer's left, then turns 1 card face up. This is followed by a round of betting. In like manner, 3 more cards are turned up, 1 by 1, with a round of betting each time. The fifth card is kept face down and is not exposed. The players then declare for high-low, and there is a showdown (see Sec. 65 of General Rules for high-low pots).

BUTCHER BOY

Each player is dealt an open card. Dealer then continues dealing open cards in turn until a card comes up that matches in denomination some card in a player's hand. The dealer then deals such a card into that player's hand.

INDIVIDUAL DRAW

Every time a matching card is dealt, there is a round of betting. Play continues in this fashion until some player has been dealt four of a kind. He wins the pot.

This can also be played high-low.

ONE-CARD HAND

(Also known as lazy Edna or lazy Lucy)

In this game each player receives but 1 card face down, which is the complete hand.

The betting is for high-low. Tie cards divide the pot, high or low. If a joker is used, it holds rank equal with an ace for high or with a deuce for low. The ace is played only as high.

RED AND BLACK

In this game the cards of the deck are assigned an arbitrary numerical value as follows: king, queen, jack, 10 points each; ace, 1 point; other cards, their face value.

The play is as in draw poker and for high-low. In figuring the value of a hand, the point counts of the cards are totaled. All cards in a red suit count their real value, but all cards in a black suit count a minus value. In a hand containing both red and black suits, one is subtracted from the other. The hand with highest net point count wins.

INDIVIDUAL DRAW

Each player receives 5 cards face down, dealt in rotation, 1 at a time. Then also in rotation and 1 at a time, each player is dealt 3 additional cards face down to form an individual stock from which to draw later.

KNOCK POKER

There is a round of betting. Then each player discards a card from his hand and draws a card from his individual stock of 3 cards. He may not look at any of the cards from his individual stock. He may look only at the card he draws.

There is another round of betting, and then another card is discarded and a second one drawn from the individual stock.

This continues until all players have exhausted the cards in their stock. The game is high-low.

KNOCK POKER

(Also known as rap poker)

In this game, each player chips an equal amount into a pot, players cut for deal and low card deals. Each player is dealt a hand of 5 cards face down. The remainder of the deck is then placed face down to form a stock from which the players will draw. The top card of the deck is turned up to begin a discard pile (as in rummy).

Players at the dealer's left (or nondealer, if there are only two players) may take the turned-up card or draw the top card of the stock. Whichever he does, he must reduce his hand back to 5 cards by putting a card on the discard pile. Each player in turn may then play in the same fashion. A player may not discard a card he picked up from the discard pile until his next turn to play.

At any time that a player feels he has a good-enough poker hand, he knocks, but he must do so after having made his discard to the discard pile. All hands are then shown, and the best hand wins the pot.

Many players after a knock permit all others up to the knocker to draw and discard in turn.

In another variation, no player may knock unless he holds at least a pair of aces (or two pairs of any kind or any minimum holding that the players decide on before the

POKER SOLITAIRES

deal). If he knocks with less than the minimum requirement, he pays an agreed penalty to each player, but the pot is carried over until the next deal.

In still another variation, an original pot is formed to which a player adds a chip each time he draws a card. Some also assign point values to the cards as in gin rummy (see page 560). The best hand collects from each loser according to the point count of the loser's entire hand; *e.g.*, a loser's hand that contained J-J-8-7-5 would count as 40 points.

The dealing turn in all the games passes to the left.

ORIGINAL VARIATIONS

Combining any of the features mentioned in the different variations, any player may concoct a new poker variation with which to enliven poker sessions.

POKER SOLITAIRES

(Also known as poker patience)

This game is particularly valuable in helping the beginning or inexperienced poker player to become thoroughly familiar with the various poker combinations and their comparative rank.

The standard 52-card deck is used. The player shuffles the deck and then turns up cards 1 by 1, building a square 5 cards by 5. After the first card is faced on the table, each succeeding one may be placed so that it touches a card already dealt in one of the following ways: end to end, side by side, corner to corner (see illustration, page 525).

The object of the game is to deal out the best hands of

POKER SOLITAIRES

poker in this manner. There are 10 hands altogether, horizontally and vertically.

A card once placed cannot be shifted about. That makes it important that the position of every card be carefully considered before it is set in place.

After the 25 cards have been dealt out to form the square, the 10 hands are evaluated according to the tables below, which represent methods of scoring in America and England.

<i>Poker combinations (five cards, horizontally or vertically)</i>	<i>Points</i>	
	<i>American</i>	<i>English</i>
Royal flush.....	100 or 75	30
Straight flush.....	75 or 60	30
Four of a kind.....	50 or 40	16
Full house.....	25	10
Flush.....	20	5
Straight.....	15	12
Three of a kind.....	10	6
Two pairs.....	5	3
One pair.....	2	1

The player may strive to better his score from deal to deal. Or, he may compete against an opponent or several opponents.

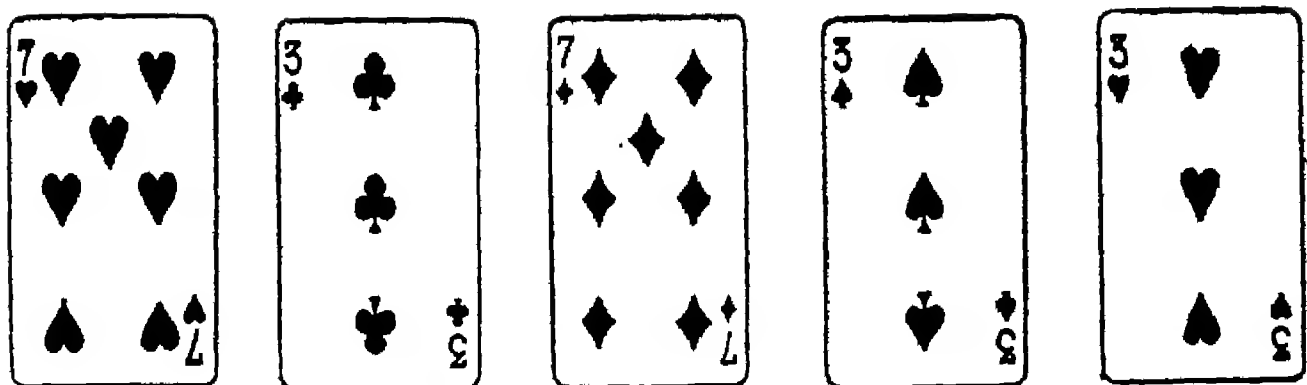
Following are some variations in play:

a. Deal the first 25 cards of the deck 1 by 1, building a square 5 cards by 5. Shift these cards about as desired to form the best possible 10 hands, vertically and horizontally. Score as above.

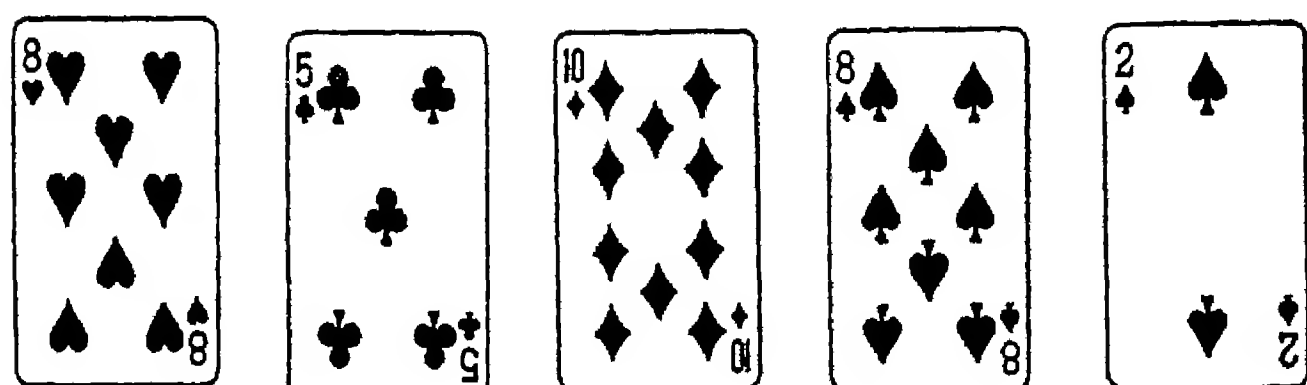
b. Count out the first 25 cards and place them all face up. Then make a square 5 cards by 5 in any arrangement desired. Score as above.

c. Deal out the first 25 cards, 1 by 1, building a square 5 cards by 5. After the first card is faced on the table, each

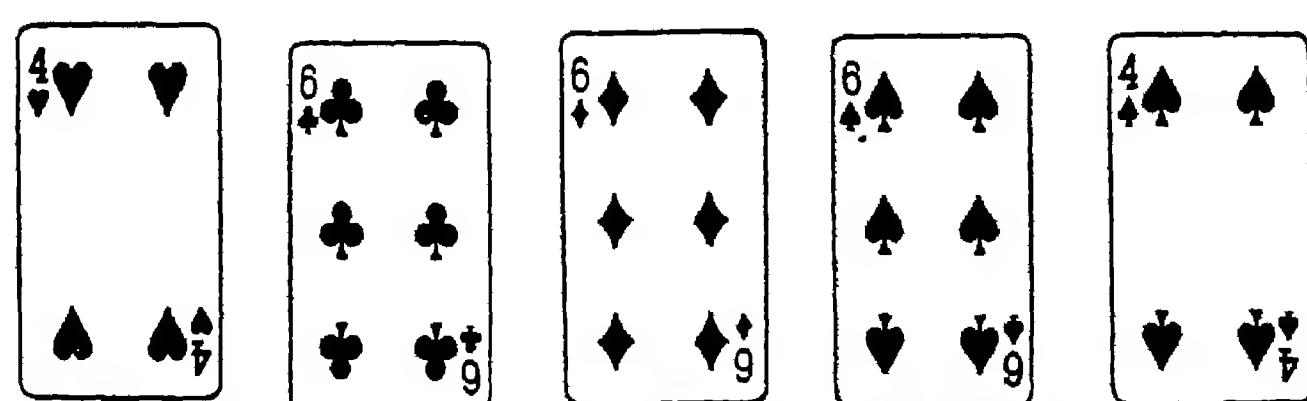
POKER SOLITAIRES



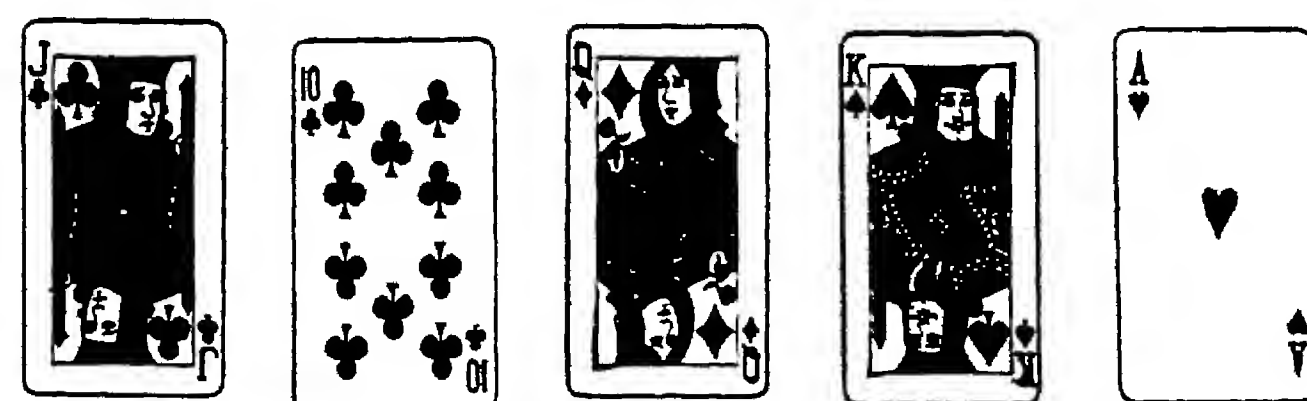
Full House
25 Points



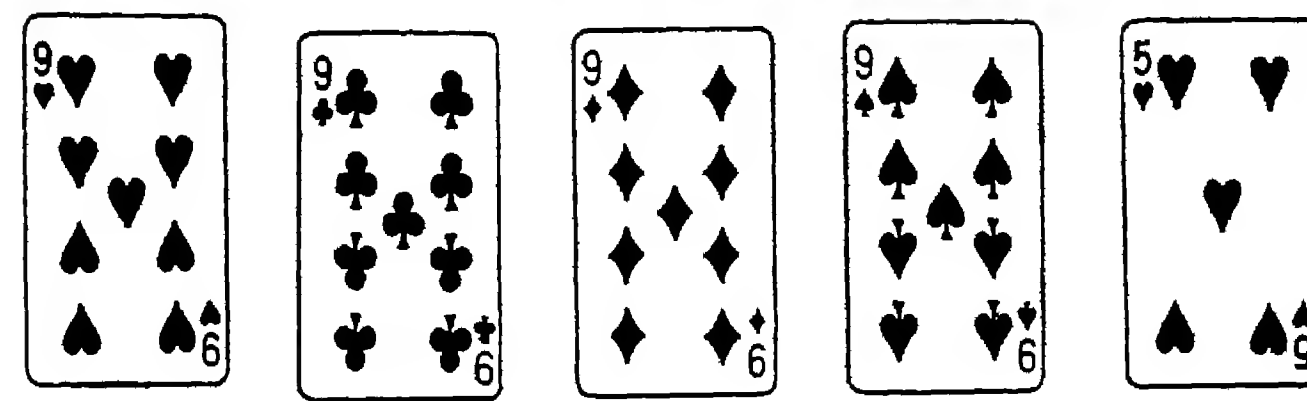
One Pair
2 Points



Full House
25 Points



Straight
15 Points



Four of a Kind
50 Points

No Score

Flush
20 Points

Flush
20 Points

Flush
20 Points

Straight
15 Points

Total Score—192 Points

POKER SOLITAIRES

succeeding one is placed so that it may touch another card either at the side or at the end. But it may not be placed so that it touches another card merely corner to corner. Score as above.

d. Deal out the first 25 cards 1 by 1 into five separate poker hands. Once a card is placed in any hand, it may not be removed from there. Score as above.

e. Play any of the above games. Keep one score. Then rearrange and score again. Average the scores. Then play and bet against another player working out the same poker solitaires.

f. Place a joker with the first 29 cards of the deal, making 30 cards altogether. Then deal out the cards 1 by 1, building a square 5 cards by 5. Five cards may be discarded before the square is completed and be replaced by others. The square finally may not contain any more than 25 cards. The cards are placed according to the rules of the main poker solitaire game.

The joker is wild as in standard poker. The scores of the 10 hands are computed according to the following table:

<i>Poker Combinations</i>	<i>Points</i>
Five of a kind.....	30
Royal flush.....	30
Straight flush.....	25
Four of a kind.....	20
Straight.....	16
Full house.....	12
Flush.....	8
Three of a kind.....	5
Two pairs.....	3
One pair.....	1

POKER SOLITAIRE FOR SEVERAL PLAYERS—LOTTO STYLE

Each player has a separate deck of cards. One player is selected as "announcer." The announcer, after shuffling his deck and having it cut by the player at his left, turns the first card face up and announces what it is, placing it face up on the table. Every other player then takes the card of the same denomination and suit out of his own deck and turns it up on the table before him.

The announcer turns up the second card and places it according to the rules of the main poker solitaire game as described above, calling out what card it is. Every other player then takes the card of the same denomination and suit out of his own deck and also places it according to the rules, *i.e.*, building a square 5 cards by 5.

The process continues until the announcer has turned and called 25 cards. Every player including the announcer builds these into a square 5 cards by 5.

Any player violating the rules of placement is out of play and gets no score. Every player totals the score of his 10 hands as in the main game above. Players then compare scores, and the highest score collects from the others.

BECOMING A GOOD POKER PLAYER

Before the advent of wild cards, high-low pots, seven-card stud and other popular modern variations, it was possible to set some rather precise rules for improving one's game. Percentages and probabilities on drawing and improving 5-card hands could be figured exactly and most developments in play were calculable. But as the game is played today, the element of pure chance has assumed greater importance. Wild cards raise hob with the tables of probabilities and high-low pots keep players in the game who would otherwise fold in a hurry.

There are several ways, however, in which a player may improve his game. These are general suggestions and many apply not only to poker, but to many other card games. Here they are:

a. Become acquainted with the probabilities in drawing and improving hands (see page 530), but don't become enslaved by them. They are useful only as a general guide to play when the game is regular 5-card poker, but they do not represent an infallible mathematical recipe for winning.

b. Study the rules. The player who knows the rules has a decided edge in any game.

c. Play as often as possible. It's as true in poker as in anything else that skill develops through experience.

d. Study the methods of the winning player, and don't hesitate to adopt and adapt those you think you can use.

e. Vary your strategy. The player whose game is "in the groove" and predictable gets to be an easy mark for other players.

f. Don't stay in a pot if your hand hasn't a reasonably good chance "just to see what's going to happen." Save your chips for the good prospects.

g. Play and bet your big hands to the hilt. Big hands are infrequent, but if you get the most out of them, they'll carry you through the "small potato" holdings and leave you with a nice margin of profit besides.

BECOMING A GOOD POKER PLAYER

h. Analyze your poker mannerisms or get some kind friend to do it for you. By some unconscious or habitual gestures or reactions, you may be tipping off the observing player that you hold a good hand or that you are bluffing, or that you are undecided and a little extra pressure will drive you out of the game. If you do discover that other players have been taking advantage of such unwitting advertising, you needn't discard the mannerisms altogether. You can use them profitably for bluffing.

i. Sit tight when a run of bad hands comes. Don't try to force your luck. You'll get plenty of chance for action when a good hand comes along, as it must sooner or later.

A WORD TO THE BEGINNING PLAYER

One of the best possible ways for the beginning player to become thoroughly familiar with the various poker combinations and their relative values is to play the poker solitaire described on page 523. He should also get someone who plays the game to demonstrate the procedures and methods of play. He might then watch a number of poker sessions until he feels that he is familiar enough with the game to take a hand in play himself. After he has had his first few experiences in play, he will find that he can profit greatly from a study of the rules. He will then have no trouble learning any of the numerous variations of poker.

The beginning player should also refer to the color illustrations of hands facing pages 404–405 as a guide.

SOME POKER FIGURES

The tables below give mathematical data about poker hands and the chances of improving them. They apply, however, only to games in which the full 52-card deck is used and 5-card hands are played without a joker or wild cards. They also assume a perfect shuffle of the cards before any game.

Thus, familiarity with these tables is useful only as a guide to play and should not be considered an infallible key to poker skill.

The chances of improving any hand are not affected by the number of players in the game. But the more players in the game, the stronger the possible competition against any hand and that factor should be taken into consideration accordingly.

POSSIBLE 5-CARD POKER HANDS IN A 52-CARD DECK

Royal flush.....	4
Straight flush.....	36
Four of a kind.....	624
Full house.....	3,744
Flush.....	5,108
Straight.....	10,200
Three of a kind.....	54,912
Two pairs.....	123,552
One pair.....	1,098,240
No pair (high-card hand).....	<u>1,302,540</u>
Total.....	<u>2,598,960</u>

Note: To find out your chances of getting any one of the above as an original hand, you divide the total (2,598,960) by the number listed alongside each hand; *e.g.*, in determining your chances of getting a royal flush, you divide 2,598,960 by 4; thus you have one chance in 649,740 (see table below).

SOME POKER FIGURES

CHANCES OF GETTING ANY OF THE FOLLOWING POKER COMBINATIONS IN THE ORIGINAL DEAL OF 5 CARDS

Royal flush.....	1 in	649,740
Straight flush.....	1 in	72,193
Four of a kind.....	1 in	4,165
Full house.....	1 in	694
Flush.....	1 in	509
Straight.....	1 in	255
Three of a kind.....	1 in	47
Two pairs.....	1 in	21
One pair.....	1 in	2½
No pair (high-card hand).....	1 in	2

POSSIBLE POKER HANDS WHEN A JOKER IS ADDED TO A 52-CARD DECK

Five of a kind.....	13
Royal flush.....	24
Straight flush.....	180
Four of a kind.....	3,120
Full house.....	6,552
Flush.....	7,804
Straight.....	20,532
Three of a kind.....	137,280
Two pairs.....	123,552
One pair.....	1,268,088
No pair (high-card hand).....	<u>1,302,540</u>
Total.....	2,869,685

SOME POKER FIGURES

CHANCES OF GETTING ANY OF THE FOLLOWING POKER COMBINATIONS IN THE ORIGINAL DEAL, OF 5 CARDS WITH A JOKER IN PLAY

Five of a kind.....	1 in	220,745
Royal flush.....	1 in	119,570
Straight flush.....	1 in	15,943
Four of a kind.. . . .	1 in	920
Full house.....	1 in	438
Flush.....	1 in	368
Straight.....	1 in	140
Three of a kind.....	1 in	21
Two pairs.....	1 in	23
One pair.....	1 in	2 $\frac{1}{2}$

POSSIBLE 5-CARD HANDS IN A 52-CARD DECK RANKING UNDER ONE PAIR (HIGH-CARD HANDS)

Ace high.....	502,860
King high.....	335,580
Queen high.....	213,180
Jack high.....	127,500
Ten high.....	70,380
Nine high.....	34,680
Eight high.....	14,280
Seven high.....	4,080
Total.....	<u>1,302,540</u>

SOME POKER FIGURES

CHANCES OF IMPROVING A HAND ON THE DRAW (5-CARD DRAW POKER INCLUDING JACK POTS)

<i>Combination retained</i>	<i>Number of cards drawn</i>	<i>Hand after draw</i>	<i>Odds against making</i>
One pair	3	Any improvement Two pairs Three of a kind Full house Four of a kind	2½ to 1 5 to 1 8 to 1 97 to 1 359 to 1
One pair and an ace	2	Any improvement Two pairs, aces up Three of a kind Any two pairs, other than aces up Full house Four of a kind	3 to 1 5 to 1 12 to 1 17 to 1 119 to 1 1,080 to 1
Two pairs	1	Full house	11 to 1
Three of a kind	2	Full house Four of a kind Any improvement	15⅓ to 1 22½ to 1 8½ to 1
Three of a kind and an odd card	1	Full house Four of a kind Any improvement	14⅓ to 1 46 to 1 11 to 1
Four-card straight (open at either end)	1	Straight	5 to 1
Four-card straight (open at one end or inside)	1	Straight	11 to 1
Four-card flush	1	Flush	4½ to 1
Four-card straight flush (open at either end)	1	Straight flush	22½ to 1
Four-card straight or royal flush (inside or at one end)	1	Straight or royal flush	46 to 1

POKER TERMS

With some exceptions, the following terms are generally used whenever poker players gather for a session:

ADVERTISING: Deliberately announcing the value of one's hand to impress other players.

AGE: (see page 493, Sec 1).

ALTERNATE STRAIGHT: See Sec. 31 of General Rules, page 469.

ANTE: See Sec. 35 of General Rules, page 472.

BACK IN: To reenter the betting after having checked.

BACK TO BACK: In stud poker, when a player has a pair on the first 2 cards dealt to him—1 hole card and 1 up card (see also *Wired*).

BANKER: The player chosen to take charge of distributing chips and settling accounts (see Sec. 5 of General Rules, page 452).

BIG DOG: See Sec. 31 of General Rules, page 468.

BIG TIGER: See Sec. 31 of General Rules, page 468.

BLAZE: See Sec. 31 of General Rules, page 468.

BLIND: See Sec. 35 of General Rules, page 472.

BLUFF: See Sec. 59 of General Rules, page 480.

BOBTAIL: A hand in which all cards but 1 are in the same suit, a near flush; sometimes also a hand that is a near straight.

BREATHE: The same as Check (see Sec. 41 of General Rules, page 473).

BUCK: Any object (formerly a knife) used to establish which player has some particular duty or privilege during play (see Sec. 3, of General Rules, page 482).

BUG: See Sec. 64*b* of General Rules, page 482. Also a card sharper's device for holding cards under the table.

BURIED CARD: A card taken out of the regular rotation in play for some irregularity and placed on the bottom of the deck.

BURNED CARD: See Sec. 23 of General Rules, page 463.

CALL: See Sec. 43 of General Rules, page 474.

CHECK: See Sec. 41 of General Rules, page 473. It once meant to start the betting with the lowest possible bet and await developments. It is also used to mean a chip.

CHIP ALONG: To make a small bet in order to stay in the game.

CHIPS: Any tokens, usually round ones of ivory or bone, colored white, blue, red and sometimes yellow. Each represents a fixed, previously agreed upon sum of money and is bought from the banker (see also Sec. 6 of General Rules, page 452).

POKER TERMS

CHIPPING: Also "to chip." This means the same as betting, so that a player may say, "I chip [so much]," instead of "I bet."

CINCH HAND: A hand that is certain to win.

COLD DECK: A deck of cards that has been illegally and secretly brought into the game for the purpose of cheating. A deck of cards marked or arranged in such a manner that a player may use it for purposes of cheating.

COLD HANDS: See Cold hands, page 517.

COURT CARDS: Kings, queens and jacks.

CURSE OF SCOTLAND: Nine of diamonds (see page 7).

DEAD HAND: A hand out of play for some irregularity (see also Sec. 25 of General Rules, page 463).

DEAD MAN'S HAND: A hand containing a pair of jacks and a pair of eights. (Some claim this was aces and eights.) Supposedly the hand Wild Bill Hickok held when shot in the back.

DEALER'S CHOICE: See Sec. 63 of General Rules, page 481.

DEUCE: The two of any suit.

DISCARD: To remove unwanted cards from the hand and put them face down out of play (see also the Draw, page 490).

DRAW: To take cards into the hand (see also Sec. 18 of General Rules, page 457).

DRIVER'S SEAT: Holding a hand likely to win.

DROPPING: Same as Pass.

DUTCH STRAIGHT: A nonstandard hand (see also Sec. 31 of General Rules, page 469).

EDGE: Same as Age.

ELDEST HAND: Same as Age.

FATTEN: To add antes to a jack pot that has not been opened on the previous deal.

FILL: To draw cards that improve the original hand.

FOLDING: Same as Pass.

FOUL HAND: A hand that is irregular, containing fewer or more cards than it should have (see also Sec. 26 of General Rules, page 464).

FOUR FLUSH: Four cards of the same suit in a hand (see also Bobtail).

FOURS: Four cards of the same denomination; four of a kind.

FREE RIDE: A penalty for opening falsely in jack pots (see also Jack pots, page 498). Also the situation in which all players check and so can continue in play without making a bet.

POKER TERMS

FREEZE OUT: A method of setting betting limits (see Sec. 34b of General Rules, page 470).

FULL OR FULL HAND: The same as a full house (see Sec. 29 (4) of General Rules, page 465).

GOING BETTER: The same as raising (see also Sec. 44 of General Rules, page 474). When raising, a player may say, "I'll go you — better," naming the sum by which he is raising.

GOING IN: Joining in the play or betting.

GREEK: A card sharper.

HAND: See Sec. 24 of General Rules, page 463.

HOLE CARD: In stud poker, a concealed card (or cards).

IMMORTAL HAND: See Driver's seat.

IMPERFECT DECK: See Sec. 13 of General Rules, page 454.

INSIDE STRAIGHT: A near sequence of cards in which 1 interior card of a specific denomination is required to complete a straight: *Example:* J-10—8-7. A nine is required to complete the straight.

IN THE HOLE: See Hole card.

JACK POT: A variant of draw poker. A pot that cannot be opened with less than minimum qualifications (see also Jack pots, page 496).

JACKS OR BETTER: The holding which qualifies a player to open the betting in jack pots, *i.e.*, any hand that ranks higher than a pair of tens.

KICKER: A card that a player retains in his hand for the draw in addition to some combination. *Example:* If a player retains J-J-A, the kicker would be the ace. This is often used as a means of misleading opponents into thinking a player has three of a kind before the draw.

KILTER: A nonstandard hand (see also Sec. 31 of General Rules page 469).

KITTY: A pool separate from the pot (see also Sec. 53 of General Rules, page 478).

LIMIT: See Sec. 34 of General Rules, page 470.

LITTLE DOG: A nonstandard hand (see also Sec. 31 of General Rules, page 468).

MAKING GOOD: Meeting a bet.

MONKEY FLUSH: A hand containing only 3 cards of the same suit.

MOUTH BET: See Sec. 48 of General Rules, page 475.

NATURAL: Cards that have only their own value and are not wild.

ONE-END STRAIGHT: A sequence of 4 cards that requires a card of a specific denomination to complete a straight at one end.

POKER TERMS

Example: A-K-Q-J. A ten is required to complete the straight.

OPEN: To begin the betting.

OPEN-END STRAIGHT: A sequence of 4 cards that requires one of two cards of a specific denomination to complete a straight.

Example: J-10-9-8. Either a seven or queen is required to complete the straight.

OPENERS: See Jacks or better.

ORIGINAL HAND: In draw poker, the cards dealt to a player before the draw.

PASS: See Sec. 32 of General Rules, page 469.

PAT HAND: See Sec. 17 of General Rules, page 457.

PELTER: Also known as Chicago pelter and by other names. A nonstandard hand (see also Sec. 31 of General Rules, page 469).

PIGEON: A valuable card received in the draw, or a valuable card dealt in the final round of stud.

PILE: The amount of chips or money that a player has on the table before him for betting.

PIPS: The suit spots on the face of a card other than the jack, queen or king. *Example:* The ace has 1 pip and an eight has 8 pips.

POOL: The same as pot (see also Sec. 36 of General Rules, page 472).

POT: See Pool.

PROGRESSIVE JACK POTS: See Progressive jack pots, page 499.

RAISE: See Sec. 44 of General Rules, page 474.

RANGDOODLES: See Sec. 62 of General Rules, page 481.

RIDE THE POT: To owe money to the pot when a player runs out of chips during the betting, to enable him to remain in the betting (permitted only by consent of the other players). (See also Sec. 49 of General Rules, page 475.)

ROODLES: See Sec. 62 of General Rules, page 481.

ROUND: See Sec. 60 of General Rules, page 481.

ROUND OF JACKS: See Sec. 62 of General Rules, page 481.

ROYAL FLUSH: See Sec. 29 (1) of General Rules, page 465. (See also illustration facing pages 404-405.)

RUNT: A hand of lesser rank than a pair [see also Sec. 29 (10) of General Rules, page 467, and illustration facing pages 404-405].

SANDBAGGING: See Sec. 42 of General Rules, page 473.

SEE: The same as Call.

SHOWDOWN: See Sec. 55 of General Rules, page 479.

POKER TERMS

SHY: Owing to the pot (see also Ride the pot).

SIDE MONEY: See Sec. 51 of General Rules, page 476.

SIGHT: See Sec. 51 of General Rules, page 476.

SKIP STRAIGHT: A nonstandard hand (see also Sec. 31 of General Rules, page 468).

SPLITTING OPENERS: See Jack pots, page 497.

SPOT: The same as pip. Cards below the jack are sometimes referred to by the number of their pips; *e.g.*, four is called the "four spot," or the nine, the "nine spot."

SQUEEZERS: Cards with indexes in the corners denoting the identity of the cards. All modern cards are of this type.

STACK OF CHIPS: The number of chips that a player buys from the banker at one time.

STACKING THE DECK: Illegally arranging cards in certain positions before the deal.

STAND PAT: See Sec. 17 of General Rules, page 457.

STAY: The same as Call (see also Sec. 43 of General Rules, page 474).

STOCK: The cards left in the deck after a deal has been completed.

STRADDLE: See Draw poker with a blind ante, page 493.

SWEETEN: See Fatten.

TABLE STAKES: A method of setting betting limits (see also Sec. 34*a* of General Rules, page 470).

THREES: Three of a kind [see also Sec. 29 (7) of General Rules, page 466].

TIPPING THE HAND: Holding the hand in such a manner that someone else sees it.

TREY: The three of any suit.

TRIPLET: The same as Threes. Or three of a kind.

UNDER THE GUN: The first player to place a bet.

UNLIMITED: An agreement that there will be no limit on the amount of betting or number of raises (see also Sec. 34*f* of General Rules, page 471).

UP: Used to denote the higher pair in a hand having two pairs, *e.g.*, Q-Q-A-A-7 would be two pairs, queens "up."

UP CARD: The cards dealt face up in stud poker.

UPPING: The same as Raise.

WHANGDOODLES: See Sec. 62 of General Rules, page 481.

WIDOW: An extra card or cards not dealt to a player but to be used in play.

WILD CARDS: See Sec. 64 of General Rules, page 482.

WIRED: See Back to back.

THE RUMMY GAMES

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THE RUMMY GAMES

Rummy in all its forms is today the most widely known of all card games, though not perhaps the most often played.

The name "rummy" is supposed to be derived from the English slang expression "rum," meaning "queer" or "peculiar." No one knows for certain how or why the game got its odd name.

The main objects in all rummy games are to match cards into certain sets and sequences and to be the first to succeed in doing so according to certain requirements, which vary with the particular game.

The collection in this section is fairly comprehensive and up to date. Rummy, however, lends itself particularly well to endless variations, and new and interesting variants are constantly being devised by ingenious players, usually by grafting on features from other card games.

COONCAN

(Originally conquian; also known as coon king)

This is probably the ancestor of all rummy games. It is Spanish in origin and is said to have a history dating back at least four hundred years.

1 **The Players**

Two make the best game. But three may also make up a game, in which case each dealer in turn does not take cards and only two play.

2 **The Cards**

A 40-card deck is used made up by stripping out the eights, nines and tens. But many strip out the jacks, queens and kings instead.

The cards rank in the following consecutive order for cutting and play: king (high), queen, jack, seven, six, five, four, three, two, ace (low); or ten (high), nine, eight, seven,

COONCAN

six, five, four, three, two, ace (low), depending on how the deck is stripped.

Players cut and the low card deals. Ten cards are dealt to each player, two at a time and alternately. The remainder of the deck is placed face down on the table between the players to form the stock from which cards are to be drawn in play.

The turn to deal alternates with two players and passes to the left with three.

To be the first to show on the table 11 cards matched into sets or sequences, known as "combinations" or "lays," but more popularly now as "melds."

A set is 3 or 4 cards of the same denomination. A sequence, also known as a "run," is 3 or more cards in consecutive order in the same suit (see color illustrations facing pages 404-405).

If the eights, nines and tens are stripped, the jack is in sequence with the seven; *e.g.*, 6-7-J-Q would be a sequence.

An ace may be used before a deuce (two) in a sequence, but may not follow the king or ten.

Nondealer turns up the top card of the stock. He makes the first play after which the turn to play alternates. Each player as he draws a card turns it *face up* on the table. *No drawn (turned up) card is ever taken into the hand.*

The procedure for play is as follows:

a. If a player can use a turned-up card to form a set or sequence with cards in his hand, he exposes the combination on the table.

b. If a player forms a combination with a card drawn, he may lay down any other sets or sequences he was originally dealt. He may not lay down combinations from his hand until he has first succeeded in forming some combination with a card he draws.

c. If a player uses a card that he drew, he must discard a card from his hand *face up* to reduce his total cards back to ten. He passes his discard across to opponent.

3 The Deal

4 Object of the Game

5 The Play

COONCAN

d. If a player cannot use the card that he drew, he passes it across to opponent.

e. A player may use a card passed to him by opponent (as in *c* and *d* above) by laying down cards from his hand to complete a combination with that card.

f. *No passed card is ever taken into the hand.*

g. If a player does not use a card passed to him by opponent, he puts it aside face down into a discard pile where it is out of play and may not be looked at again. The player who puts the card aside turns up the top card of the stock.

h. Play proceeds as in *a* through *g*. Each player in turn thus gets a chance to use either a card that he drew from the stock or one passed to him by opponent.

i. Each time a player uses any card to form a combination, whether drawn by him from the stock or passed by opponent, he must make a discard to take its place. This discard is always made face up and is passed across to opponent to be used by him as described in *e* above or rejected as described in *g* above.

j. A player may use a card (or cards) of his sets or sequences on the table to form a new combination with cards from his hand. This is called "borrowing." But no card from a combination of *only* 3 cards may be borrowed.

k. A player may extend, *i.e.*, add a card to a combination. Such as adding the fourth three to a set of 3-3-3 or a ♥4 to a ♥7-6-5.

l. A player may pass up a card he can use in a combination of his on the table. But if opponent objects, the card must be used. This is known as "forcing." Opponent forces by placing the card on a combination belonging to the other and saying, "Discard."

m. A player also may force his own discard on opponent by placing it on one of opponent's combinations and saying, "Discard." But if he does not do so and simply passes the card to opponent without a declaration, opponent has a right to pass it up.

n. A player wins when he gets 11 cards down in combinations. If he has only 10 down, he must continue play.

o. If the deck is exhausted before either player gets 11

PANGUINQUE

cards down in combinations, the game is “blocked” and neither player wins. There is a new deal.

Chips or counters are generally used.

The winning player receives a chip from opponent (and from the dealer in three-handed).

If the game is blocked each puts a chip into a pool. The player who wins when there is a pool collects the entire pool plus 1 chip from opponent (and the dealer in three-handed).

If a player has more or less than 10 cards and discovers it before drawing a card, he may abandon his hand and be dealt a new one. Otherwise he plays and corrects his hand in turn.

If a player looks at any card out of play, opponent may look at all the cards out of play without showing them to offender.

If a player looks at any of the cards in the stock except the one that he is entitled to draw, opponent may look at all the cards of the stock.

If a player draws out of turn, opponent may claim that card if he likes.

For further rules see General Rules for Rummy, page 551.

PANGUINQUE

(Pronounced pan-geeng'-gee)

This is a complicated and now rarely played relative of cooncan, and a knowledge of that game is prerequisite.

Any number may play.

Five or eight cooncan decks are used shuffled together (see Sec. 2, page 540), and the rank of the cards is the same as in that game.

6
Scoring

7
Additional
Rules
In the Deal

In Play

The Players
2
The Cards

PANGUINQUE

The threes, fives and sevens are known as “valle” (value) cards; all others are “nonvalle” (valueless) cards. So that more valle cards will be in play, many add a number of extra valle cards in spades to the deck.

3 The Deal

Players cut, and low card deals. Next lowest card sits to the right of the dealer, and the others take their places to the right in the order of the ranks of the cards they cut.

The deal and play in this game go to the *right*, not the left.

Dealer serves each player 10 cards, 5 at a time, beginning with the player at his right. The remainder of the deck forms the stock for play.

The turn to deal in subsequent hands passes to the right, or, as some prefer, the next deal is made by the player at the winner's right.

4 Objects of the Game

To match cards in certain valuable combinations (see Sec. 5 below).

To be the first to show on the table 11 cards matched in sets or sequences (see Sec. 4, page 541).

5 Valuable Combina- tions— Conditions

The following valuable combinations are known as “conditions”:

a. Any 3 nonvalle cards of the same suit and denomination. When a player shows this set, he collects 1 chip from each other player at once. If the suit is spades, he collects 2 chips.

b. Any 3 valle cards of the same denomination, whether of the same suit or not. For this set a player collects 1 chip from each other player at once.

c. A-2-3 of the same suit. For this sequence, a player collects 1 chip from each other player at once. If it is in spades, he collects 2 chips.

d. The J-Q-K of the same suit. For this sequence a player collects 1 chip from each other player at once. If it is in spades, he collects 2 chips.

6 The Play

a. The dealer turns up the top card of the stock. The player at his right may use it or not to form a combination.

b. If he uses the turned-up card to form a combination, he does so by taking cards from his hand and placing them face up on the table. *He does not take the turned-up card into his hand.*

If his combination is a condition, he collects according to its value. If he has any other combinations in his hand, he may lay them down at the same time, and if any of these are conditions, he also collects for them. He then reduces his cards back to 10 by making a discard.

c. But if he does not use the turned-up card, he draws one from the top of the stock and takes it into his hand without showing it. He then makes a discard face up. Some require, as in cooncan, that a player must leave a card drawn from the stock face up instead of taking it into his hand. Any combinations may be laid down and conditions collected for.

d. The player to the right now has the option of using the preceding player's discard or drawing the top card of the stock. He lays down any combinations he holds and collects for any conditions, following this by making a discard face up.

e. The play as described thus continues in turn to the right.

f. A player may add cards to any of his combinations already on the table. If he adds to a condition, he collects another chip from all players.

g. A player may "borrow" cards from one of his combinations to use in forming another of his own (see Sec. 5j, page 542).

h. A player may be forced to use a card if it goes with any of his combinations, even if he wishes to pass it up. Any player may force him to use such a card (see Sec. 5l, page 542).

i. Play ends when a player succeeds in getting 11 cards down in combinations. If a player has 10 cards exposed in combinations, the player at his left may not make a discard that will help the player with 10 cards down to go out, unless he cannot help it.

STANDARD RUMMY

7
Scoring The winner collects a chip from each other player plus 1 additional chip for each condition he has.

8
Additional Rules If a player has more or less than 10 cards and discovers it before he draws a card, he may ask for a new deal.

In the Deal
Irregular Hands If a player discovers the irregular hand after drawing a card, he must throw in his hand. But he must pay out along with the others until the end of the game and must pay back any chips he collected.

In the Play If a player discards a card that will put the next player out, he must pay the losses of each other player at the table (unless he could not help making that discard).

If a player claims a condition or combination which does not qualify, attention may be called to it before play ends. The offender must throw in his hand, but must pay out along with the others until the end of the game. He must also pay back any chips that he collected on the incorrect condition or combination.

A player may correct an incorrectly made combination if he is able to do so; otherwise, he must take the cards back into his hand.

STANDARD RUMMY

The game to be described is the basic form of rummy, according to the procedures most widely observed. The variations included are played by many but must be agreed upon beforehand.

1
e Players From two to six make the best game with a single deck. If more play, two decks should be used, shuffled together.

2
The Cards The regular 52-card deck is used. The cards rank for play and cutting in the following sequence: king (high), queen,

STANDARD RUMMY

jack, ten, nine, eight, seven, six, five, four, three, two, ace (low). The ace may *not* follow a king in sequence, unless agreed upon beforehand. Suits have no comparative rank.

Players cut for deal, and low card deals and has the choice of seats. Others take seats according to the rank of their cuts, second lowest at the left, etc.

3 The Deal

If two are playing, 10 cards are dealt to each. If three or four play, 7 cards are dealt to each. If more than four play, each is dealt 5 or 6 cards.

The cards are dealt 1 at a time to each player per round in clockwise rotation. The remainder of the deck—the stock—is placed face down in the center of the table. The top card is turned face up and placed beside the stock to begin the discard pile, called by many the “talon.”

The turn to deal in subsequent hands passes to the left.

To be the first to match all of one's cards into sets or sequences. A set consists of 3 or 4 cards of the same denomination. A sequence consists of 3 or more cards in consecutive order in the same suit (see color illustrations facing pages 404–405).

4 Objects of the Game

It is becoming customary to refer to sets or sequences as “melds,” a term borrowed from pinochle, which is superseding the older term for these combinations, “lays.” They will be referred to as melds in the description following.

Player at the left of dealer begins play.

a. He either takes the face-up card or draws one from the top of the stock without showing it. Whichever card he takes, he makes a discard of 1 card from his hand which he places face up on the talon. Cards placed on the talon should cover the card beneath so that only the last card discarded may be seen at any time.

Before he makes his discard, a player may lay face up on the table—“show”—any meld for which he wishes to score. Some players permit only one meld to be laid down in a turn and limit the meld to 3 cards.

b. The turn to play then passes in clockwise rotation to the left, each player in turn playing as in *a*.

5 The Play

STANDARD RUMMY

c. A player may add any number of eligible cards to his own or any other player's melds when his turn to play comes. This is known as "laying off."

Example: If a player holds a jack of hearts, he may place it with any meld of 3 jacks on the table, or he may add it to a meld of ♥8-9-10. A seven of hearts could also be added to this meld.

A player may also lay down any melds in the same turn that he lays off.

Some permit "borrowing," *i.e.*, a player may use a card (or cards) of his sets or sequences on the table to form a new combination with cards from his hand. But no card from a combination of *only* 3 cards may be borrowed.

Some follow a rule that if a player makes a discard he could have used in laying off, the first other player to call out, "Rummy," may pick up that card and make the lay-off himself, discarding a card in its stead. The turn to play then reverts to its proper place.

d. Discards may not be made from melds unless a player holds no cards in his hand.

e. Winner is the first player to discard his last card, the others having been disposed of through melds or laying off. This is known as "going out" or "going rummy." It used to be customary to require that a player going out call, "Rummy," but this rule is no longer widely observed.

Some permit a player, by prior agreement, to go out without discarding a card. This is to speed play, as it often happens that a player cannot make a discard without breaking up a meld.

The other players should not lay down their hands before the winner's claim is verified.

f. No one may lay off any cards or make any melds after a player has gone out.

g. If no player has won before the stock is exhausted, the discard pile is turned over, without being shuffled, to form the new stock to draw from. But some require that it be shuffled.

h. A player may lay down his entire hand in one turn, forming all his cards into melds, not counting the last card,

STANDARD RUMMY

which he is permitted to discard. This is also known as a "spread" or "splash." There is a bonus score for this. A player cannot score for a spread if he has already laid down a meld or laid off.

The turn to play and deal alternates when only two play. Play begins with nondealer, and otherwise, the rules of play in Sec. 5 apply.

6
Two-
handed

The game may be played with chips or counters, or a pencil-and-paper score is kept.

7
Scoring

The winner collects from each other player according to the point total of the unmatched cards in each loser's hand.

The point count is as follows: ace, 1 point; king, queen and jack, 10 points each; all other cards, their face value.

An alternate count used by many players scores: king, 13; queen, 12; jack, 11; and all other cards, their face value. But the ace, if used as high as well as low in a sequence, counts 15. Still another count scores 5 for all cards up to a ten and 10 for higher cards.

If chips are used, winner collects at so many points per chip. With a pencil-and-paper score, game may be set at 50 or 100, play ending when some player reaches that total in points. If one or more players reach that total in the same deal, the one with the higher score wins.

When a player lays down a spread, he collects double the count of the other players' hands.

Following are some popular variations:

8
Variations

Some players like to vary the game by changing the order of play so that a player must discard before melding.

Draw—
Discard—
Meld

In this variant, after the stock is exhausted the discard pile is not turned over as a stock. Every player in turn may play only one more time. He may pick up the top card of the discard pile and make a discard in its place or pass his turn.

Single Run-
through

If no player goes out after all have had their turns, the

STANDARD RUMMY

hands are shown and player with the lowest count collects from all others the full count of their hands.

In another form of this game, usually played by four, with hands of seven cards each, no player may go rummy until he has had at least two turns to play.

Once a player has laid off or melded, he may go rummy but not before that.

After the stock has been run through, it is not turned over. The player next in turn has his choice of taking the top discard and making a discard in its place. This privilege goes in turn to the left. But once a player refuses to take a top discard, the game ends.

15 or 65

If a player holds an original hand which counts to 15 or under, or 65 or over, he may lay it down for rummy. Melds are counted along with unmatched cards.

GENERAL RULES FOR RUMMY

These rules represent those acceptable to and generally followed by the majority of players. They apply to all rummy games to cover rules not specifically mentioned in the descriptions. Further rules may be adapted from those in Sec. 10 of gin rummy.

IN THE DEAL

If irregular hands are discovered before any player looks at his cards, the short hand draws a sufficient number of cards from the long hand, face down. But any player with an irregular hand may demand a new deal.

IRREGULAR HANDS

If an irregular hand is discovered after the holder of it has looked at his cards or after play has begun, that player's hand is dead. There is a new deal, and some assess a penalty against the holder of the irregular hand. If more than one hand is irregular, there is a new deal.

DRAWING

A player is not considered to have taken a card from the discard pile until he has actually placed it in his hand. Up to that point, he may replace the card he tentatively picked up.

If a player touches the top card of the stock, he must take it.

If a player sees any card in the stock below the card that he is drawing, he must show it to the other players. The player whose turn it then is to draw this exposed card may either take it or have it cut into the deck in such a manner that its location cannot be ascertained.

IN DISCARDING

A player may not discard a card picked up from the discard pile until his next turn to play.

GENERAL RULES FOR RUMMY

A player must follow each drawing of a card with a discard (unless some agreed-upon variation permits otherwise).

PLAYING OUT OF TURN

If a player is permitted to play and discard out of turn, play continues with the player at his left having the next turn.

If the play out of turn is discovered when the player has picked up the top card of the discard pile, he simply replaces it and play continues from the proper turn.

If the play out of turn is discovered when the player has drawn a card from the stock and looked at it, the situation is handled as in the last section under Drawing, concerning a card improperly looked at.

GOING RUMMY

A player who announces he is going rummy and cannot do so must show any melds he has and lay off any cards he is able to. There is no penalty.

BOATHOUSE RUMMY

The players, the deck and the rank of cards are as in standard rummy (Secs. 1 and 2) with this exception: The ace does not have to begin a sequence but may be located anywhere in it; queen, king, ace or king, ace, two, etc.

The objects of the game are as in Sec. 4, page 547.

Anyone deals the first hand, and subsequent hands are dealt by the winner of the preceding game.

1
The Deal

To determine how many cards are to be dealt to each player, subtract the number of players from nine. Thus, if there are four players, each is dealt 5 cards, 1 at a time in rotation to the left.

The remainder of the deck is placed face down in the center of the table to form a stock, and the top card is turned face up beside it to begin the discard pile.

Beginning at dealer's left, each player in turn may draw cards in one of the following ways:

2
The Play

a. The top card of the discard pile and then the top card of the stock.

b. Only the top card of the stock.

c. The 2 top cards of the discard pile, whenever 2 are available.

Note: A player may not pick up a card from the discard pile *after* having drawn the top card of the stock. In this case, he is only entitled to the 1 card. Whenever a player draws a card from the discard pile, he is obligated to draw 1 more card either from the discard pile or the top of the stock.

After making his play, the player discards only *one* card.

MICHIGAN RUMMY

No player shows any cards until he has matched all the cards in his hand in melds. When he has done so and made his discard, he shows his hand. The other players after verifying the claim show their hands.

If no player has gone rummy by the time the stock is exhausted, the cards in the discard pile save the top one are shuffled by the dealer and placed face down to form a new stock. The top card begins a new discard pile.

This process continues until some player goes rummy.

3 Scoring

The scoring is as in Sec. 7, page 549.

In another method of settlement there is no point count, each other player simply paying the winner for each unmatched card in his (the loser's) hand.

4 Additional Rules

See General Rules for Rummy, page 551.

MICHIGAN RUMMY

The players, the deck, the rank of cards, the deal and objects of the game are as in standard rummy, Secs. 1 to 4.

1 The Play

The play is as in Sec. 5, page 547, with the following exceptions:

All cards placed on the discard pile are spread so that any player can see the suit and denomination of all of the cards in the order in which they were discarded.

A player in his turn may pick up any card from the discard pile to use it in an immediate meld, *but he must also pick up all other cards discarded after it.* He then discards only one card.

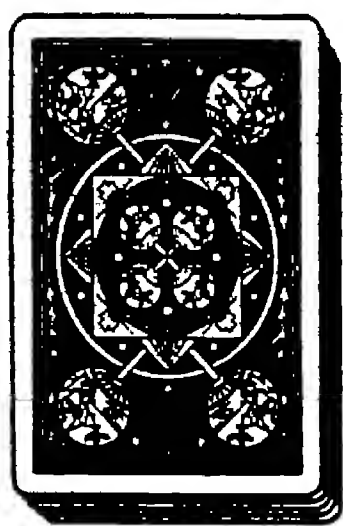
A player may lay down as many melds in any one turn as he wishes and lay off on his own or any opponent's meld.

MICHIGAN RUMMY

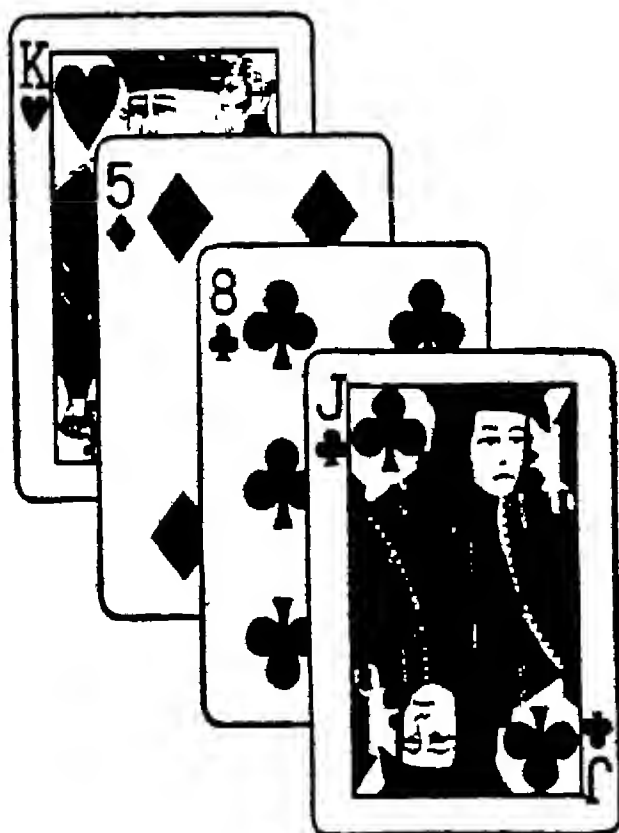
Some players use the "stop" rule; if a player discards a card that can be laid off, the first player to call, "Stop" may use this card as if it were his own and make a discard in its stead. The turn to play then reverts to its proper place.

Winner is the first player to discard his last card, the others having been disposed of through melds and laying off.

If no player has gone out before the stock is exhausted, each player gets one more turn of play during which he may



Stock



Discards

If a player wishes to pick up the ♦5, he must also take the ♣8 and ♣J.

pick up from the discard pile. When each has had his turn and there still is no winner, each player simply totals his unmatched point count to determine the winner. Lowest point count wins.

Some turn the discard pile and continue play.

Scoring is as in Sec. 7, page 549, with the following exceptions:

2
Scoring

The winner collects from each other player according to the point total of *all* cards each loser has, including his melds.

The ace counts as 1 point when part of a sequence, but 15 otherwise.

500 RUMMY

3 Additional Rules

If a player who claims rummy is in error, each opponent scores 20 points penalty in his tally toward game.

If a player picks up a card from the discard pile without immediately using it in a meld, each opponent scores 20 points penalty in his tally toward game.

See also General Rules for Rummy, page 551.

4 Variations Deuces Wild

In this variation, every deuce is wild, *i.e.*, it may be called any card the holder wishes. Sometimes a joker is added as a fifth wild card.

When up to four play, each is dealt 7 cards. If more than four play, each receives 6 cards. A greater number of players can be accommodated by using two decks shuffled together. In this case, each player receives 7 cards.

The ace does not have to begin a sequence but may be located anywhere in it, *e.g.*, Q-K-A, or K-A-2, etc.

Borrowing is permitted (see Sec. 5c, page 548).

The ace scores only as 1 point and wild cards score as the cards they represent in melds. If unmelded, they score as 15 each.

Some players also permit a player who goes rummy without drawing or discarding a card to triple the points he collects.

Some play that an unmatched queen of spades counts 40 points.

Polish Rummy

In this variation, a player may pick up the entire discard pile at any time.

500 RUMMY

(Also known as pinochle rummy)

This game, a highly popular variant of Michigan rummy, is a favorite with experienced rummy players. Each plays and scores for himself. The game differs from Michigan in only two respects, laying off and scoring.

500 JOKER RUMMY

When a player lays off, he does not place the card with opponent's meld but keeps it in front of him so that he may be credited with it later.

It is customary to turn face down the melds that cannot be added to in order to prevent errors.

When a player goes rummy, each player, including the winner, counts up the point total for any melds or lay-offs he made and subtracts from this the point total of his unmatched cards. The difference is credited to him as a net score. But if a player has more unmatched points than he scored for in melds and lay-offs, he receives a minus score, which is deducted from his previous tally.

Example: If a player's melds total 52 and his unmatched cards 65, he would have a net score of minus 7.

Play stops immediately when a player goes rummy and no further melds or lay-offs may be made.

First player to reach 500 points wins game. Each player then collects from every other player with a lower score according to the difference in the scores.

500 JOKER RUMMY

(Also known as Persian Rummy)

This game is for four players, two against two in partnerships.

1
The Players

Four jokers are added to the regular 52-card deck. Since the average deck has only 2 jokers, the extra 2 may be obtained from another deck of identical back design and color. The jokers are not wild but form a sort of added denomination, so that sets of 3 or 4 jokers may be melded.

2
The Cards

The players cut cards, and two highest cuts play against two lowest. High card deals. Each player is dealt 7 cards, 1 at a time per round to the left. The remainder of the deck is turned face down to form a stock. The top card of the stock is turned face up and placed alongside to begin the discard pile.

3
The Deal

ELIMINATION RUMMY

4
The Play The play, which is exactly as in 500 rummy, ends when one player goes rummy. If no one goes rummy before the stock is exhausted, each player in turn may pick up cards from the discard pile to make a meld and makes a discard of his own. But as soon as a player cannot pick up a card to make a meld, play ends.

5
Scoring At the end of play, scores are counted as in 500 rummy with these additions: A joker counts 20 points. If a player melds a complete set of four in one turn, they count double the value.

When a player goes rummy, his side scores an additional 25 points.

Partners' scores are added together and a single net score is tallied for the side.

Game is usually two or three deals, with the side having the highest net score at the end of that period being the winner.

ELIMINATION RUMMY

*(Also known as freeze out or Java rummy,
and by other names)*

This game is played as in standard rummy with the following differences:

1
the Cards and Deal Any deuce is wild, which means that the holder may call it any card that he wishes. One or two jokers may also be added to the deck, and they are also wild.

Each player is dealt 7 cards one at a time.

2
the Play If a player wishes to meld in his turn, he must do so *before* drawing a card. If he does meld, he may *not* discard.

A player may either meld all of his 7 cards in one turn, *i.e.*, go rummy, or meld 6 cards if his seventh card counts 5 or less. He may not make his melds in installments.

POKER RUMMY

If the player melds 6 cards, he shows the seventh to verify that its count is 5 or less.

The player who first melds either all 7 cards or 6 cards according to the rules is the winner.

Ace counts 1 point; a deuce or joker, 25; all other cards as in standard rummy.

Each player totals his unmatched cards, and their point count is added to his previous score (including the winner if he goes down with only six cards). If the winner goes rummy with all 7 cards, 25 points are subtracted from his previous tally even if this gives him a minus score.

As soon as a player's score reaches 100, he is eliminated from the game and must put a chip into a pool. When only one player remains in the game, he collects the pool. If two players remaining in the game go over 100 points on one hand, the one with the lower score wins.

For rules governing irregularities in the game, see General Rules for Rummy, page 551.

3
In the
Scoring

4
Additional
Rules

POKER RUMMY

In this variant of elimination rummy two decks are shuffled together and used as one and 4 jokers are added. Each player is dealt 10 cards.

A player may either meld all his cards at once or may go down with 9 if the tenth card has a count of 3 or less.

An ace counts 10. If his hand is a complete sequence—straight—the winner receives a bonus of 25. A flush, *i.e.*, all cards in the same suit, scores a bonus of 25. A flush in sequence—straight flush—scores a bonus of 50. Flushes or sequences may be made with wild cards.

Any player who first scores 100 is the winner. There is no elimination.

GIN RUMMY

This glamorized and highly publicized variant of knock rummy is at present probably the most widely played of all rummy games. However, it is by no means new, having been known for at least thirty-five years in a not much different form called "poker gin" or "poker rum."

1
The Players Two make the best game, though more may also play as later described.

2
The Cards A regular 52-card deck. The cards rank for play and cutting in the following sequence: king (high), queen, jack, ten, nine, eight, seven, six, five, four, three, two, ace (low). The ace may *not* follow a king in sequence. The suits have no rank.

For *scoring* the cards count: ace, 1 point; king, queen or jack, 10 points each; all other cards, their face value.

3
The Deal Players cut for deal, and *low* card deals. Ten cards are dealt to each player beginning with nondealer, 1 at a time and alternately. The twenty-first card is turned face up on the table to begin a discard pile. (But see also Twenty-one Card Deal, page 569.) The remainder of the deck is placed face down beside it to form the stock from which cards are to be drawn in play.

The winner of a hand always deals the next hand.

4
Objects of the Game a. To match the cards into sets of three or four of the *same denomination*, or sequences of 3 cards or more in the *same suit* (see color illustrations facing pages 404-405).

A card may not be used as both part of a set and sequence at the same time.

Sets and sequences are now generally called "spreads" or "melds," the latter borrowed from pinochle.

GIN RUMMY

b. To reduce the total count of the unmatched cards to 10 points or less.

Nondealer begins play. He may take the turned-up card into his hand or refuse it. If he refuses it, dealer may then take it. If dealer also refuses it, nondealer *must* take the top card of the stock.

5
The Play

For each card a player takes, whether from the stock or discard pile, he must place one *face up* on the discard pile; so that his hand remains at 10 cards. Cards on the discard pile must be so placed that only the top card may be seen. To make certain of this, some play that all rejected discards are turned face down and only the discard in play shows face up.

Play continues in this fashion with each player in turn having the option of picking up opponent's last discard or drawing the top card from the stock.

When a player has picked up a discard or drawn a card from the stock and then made his own discard, his turn to play is completed. He may make *no further exchanges* until it is his turn to play again. He may not discard a card that he has just picked up from the discard pile until his next turn to play.

Play ends when either player declares a "down" also known as "knocking" (see Sec. 6 below), or when all but 2 cards of the stock have been drawn. In the latter case, the deal is a draw with neither player scoring. A new deal follows.

A player may go down (knock) when the *unmatched cards* in his hand, not counting his intended discard, add up to a count of *10 points or less*. He may go down only after he has drawn a card and as he makes his last discard. He must show his melds. He must *announce* the point total of his unmatched cards.

6
The Down

He is not required to go down when his unmatched cards total 10 points or less. He may wait until his point total goes lower, if he chooses.

After a player goes down, his opponent also shows his

GIN RUMMY

melds. If any of his unmatched cards fit melds in the hand of the player going down, he is entitled to “lay off” these cards, *i.e.*, play them on the other’s melds.

Matched cards or laid-off cards are not counted in the scoring.

7 Scoring

The player who goes down wins the deal and is credited with a score, *provided* that the point total of his unmatched cards is *less* than the point total of opponent’s unmatched cards. Opponent scores nothing.

The score that he gets for the deal is the difference between his points and opponent’s.

Example: If Player *A* goes down with 5 points and Player *B* has 17 points, *A* receives a score of 12 points ($17 - 5$).

But if opponent, after melding his own matched cards and laying off, succeeds in reducing his unmatched points to *equal* or be *less* than those of player who goes down, then opponent is the winner and is the only one to score. He scores the difference in points (if any) plus a penalty bonus of 10 points, known as an “undercut” bonus.

Example: Player *A* goes down with 5 points. Player *B* has 12 points in unmatched cards but succeeds in laying off 8 points, leaving him 4 points. He has now reduced the point total of his unmatched cards to be less than Player *A*’s. He therefore scores the difference of 1 point plus the undercut bonus of 10 to give him a total score of 11 on that deal.

8 Gin

A player who goes down with all 10 cards matched scores a “gin.” This is a 20-point bonus in addition to the point value of opponent’s unmatched cards.

Opponent may lay off on a gin hand. But even if he is able to lay off all his unmatched cards, the player who declared gin nevertheless wins the deal and the bonus—his opponent gets no score.

9 Game

A cumulative score is kept. The first to reach *100 points or more* is the winner of game. Extra points scored in reaching 100 are also credited to the winner.

GIN RUMMY

Final score for the game is determined in the following way:

a. *Each* player, loser as well as winner of the game, receives 20 points for every deal won. This is also known as a “line” or “box” bonus. These box scores are counted only after game has been reached. Any score put down to a player’s credit including an undercut bonus scores a box.

b. Winner receives the difference in the tally of the players.

c. Winner also receives a bonus of 100 points for game. If opponent has scored no points at all, the bonus is 200. This is known as a “shutout,” “schneider,” “schneid” or “skunk.”

Some players score a shutout this way: Double the number of points in the boxes, add bonuses for boxes won and finally add 100 points game bonus. The total count goes to the winner.

<i>Player A</i>	<i>Player B</i>
19	32
47	42
63	
82	
109	

Sample
Score

Player *A* won the first deal by 19 points. He also won the second deal by 28 for a cumulative score of 47 (19 + 28). Player *B* won the third deal by 32 points. Player *A* won the fourth deal by 16. His score now is 63 (47 + 16). Player *B* won the fifth deal by 10. His score now is 42 (32 + 10). Player *A* won the sixth deal by 19. His score now is 82 (63 + 19). He also won the seventh deal by 27 points, reaching a cumulative total of 109 points.

The game ends, and Player *A* is the winner.

GIN RUMMY

Total final tally for game would be

	<i>Points</i>
Box or line bonuses.	60 (<i>A</i> 's 100 — <i>B</i> 's 40)
Difference in scores.	67 (109 — 42)
Bonus for game.	<u>100</u>
<i>A</i> 's net score for game.	227

Unit System A simplified method of scoring, known as the “unit system,” may be used. In this method the right-hand number is canceled in the scores.

The above tally would be put down, for example, as

	<i>Points</i>
Box or line bonuses.	6
Difference in scores.	6
Bonus for game.	<u>10</u>
<i>A</i> 's net score for game.	22

- 10
Additional
Rules
n the Deal
- There must be a new deal
- a. If it is discovered during the deal that a player is dealing out of turn.

b. If the deck is incomplete or imperfect. But scores made previously with that deck stand.

c. If a card is face up in the deck or exposed during the deal.

d. If both players have an incorrect number of cards.

e. If one player has an incorrect number of cards and it is discovered before his first play. Should it be discovered *after* his first play, then opponent has the option of letting the deal stand and having the irregular hand corrected by discarding or drawing.

If both players are found to have only 9 cards before the first draw, each draws 1 card.

n the Play If a player draws from the stock before his opponent has discarded, he must keep the card but loses the right to take opponent's discard when it is made.

If a player in drawing from the stock sees other cards besides the one he is entitled to, every such card must

GIN RUMMY

immediately be exposed and placed to one side. Only non-offender has the right to take any of these cards instead of drawing from the stock when his turn to play comes. But when the nonoffender in some turn decides to draw a card from the stock instead of taking an exposed card, they go to the bottom of the discard pile. Offender may not knock in the turn in which the irregularity occurred.

A player may not look at any discards but the last one, unless it has been agreed before the beginning of the game to waive this rule.

If a player makes a discard before drawing, he is permitted to draw a card from the stock unless his opponent has already done so. He may not then draw a card from the stock until his next turn to play.

If a player goes down with *more* than 10 points, he must expose his entire hand until opponent has completed his next play. And he *must* go down as soon thereafter as he can reduce his hand to 10 points or less.

*In Going
Down*

If a player is discovered to have gone down with a hand containing too few or too many cards, opponent may call for a new deal or ask that offender's hand be corrected by discarding or drawing.

If a player goes down with a regular hand and his opponent is found to have an irregular one, offender gets a point count of 10 added to his hand.

After going down, a player may not rearrange his cards into new melds to change the point total of his unmatched cards.

THREE-HANDED GIN

If three wish to play they may do so in any one of the following three methods:

a. All cut and the low cut stays out during the first hand. The active two play as in the regular two-handed game.

THREE-HANDED GIN

The loser drops out and the extra player comes in to play against the winner. This procedure continues until some player reaches 100 points and wins the game.

Each player keeps an individual tally. Only the player reaching 100 scores for a shutout if some opponent makes no points. Player reaching game collects from both opponents. Second high score collects from lowest score. If any game ends in a draw, it is replayed.

b. All cut and high card plays against the other two who are partners in the scoring. Of the partners the one who cut the higher card plays the first hand and continues to play until he loses a hand. He then drops out, and his partner takes over in the play. This procedure continues until 100 points is reached.

The score for the partnership is combined in a single column. Single player pays out to both opponents or collects from them according to the result.

In this game, the nonplaying partner may make suggestions, but the active partner makes the final decision in play.

c. Low cut is dealer and *all* three play, each for himself. The procedure in play is exactly as in the two-handed game, the turn to play going in clockwise rotation.

Player going down with the lowest count (10 or under) scores the difference between his count and each other player's. If he goes gin, he scores only 1 gin bonus.

Players may lay off on each other's melds. An undercut penalty is scored only against the player going down if his count is not lowest. If both other players have a lower count than has the one going down, only the lowest count receives a score.

Each scores for himself, and the first to reach 100 collects the difference between his tally and each opponent's. Second highest score collects from lowest score according to the difference between their tallies.

When only 4 cards are left to draw from the stock and no one has gone out, the game is considered a tie, and there is a new deal.

PARTNERSHIP GIN

If four wish to play, they cut for partners. Two highest cuts are partners against two lowest. Each player of a partnership plays a separate game against an opponent.

Low cut in each game deals the hand, playing against the opponent at his right. When play in both hands is finished, partners change opponents and this procedure of alternating continues until game has been reached by a side. Game is 125 points.

The net result for each side is scored as a single score.

Example: If Player *A* loses by 18 points and his partner wins by 25 points, the side gets a net score of 7 points (25 - 18) and a box. Drawn hands are not replayed.

The following convention is used by many players:

On finishing his hand, a player may inform his partner about the result of his own score. He may advise his partner as to matching cards and how to lay off and may check the score and whether opponent has gone down with the correct number of points. But he should not look at partner's hand while play is on.

MULTIPLE PARTNERSHIPS

More than two players may play on one side facing an equal number of opponents across a table, with a deck for each two opposing players.

One player for each side cuts for deal. All partners of the low cut deal and thereafter all partners on the winning side deal. The net score for each side is entered as a single score. Bonuses, etc., are as in the regular two-handed game, but game is 150, 175 or 200 points.

Drawn hands are not replayed.

HOLLYWOOD GIN

(SIMULTANEOUS GAMES)

This is a scoring variant in which the players score as though they are playing several games at one time, usually three games.

The score of the first deal is scored as usual. The result of the second deal is entered in the first tally, known as "Game 1," and also becomes the first score toward Game 2. The result of the third deal is entered in Games 1 and 2 and also becomes the first score of Game 3. Thereafter each hand is scored in all three game tallies.

When a player reaches game in any one of the three tallies, he no longer enters any more scores there. Play continues until game has been reached in all three tallies. Or, a new game may be started as any game ends with play continuing as described until a halt is called.

A player who is shut out in a game enters his next score in the first open game.

CEDARHURST GIN AND OTHER VARIATIONS

Cedarhurst gin is one of the newest and most exciting of the variants of gin rummy. It differs in this important respect: the point value of the turned card (twenty-first card) becomes the maximum with which a player may go down, instead of 10.

Example: If the card turned for the deal is a seven, a player may not go down with more than 7 points. If the first card turned is an ace, a player may not go down with more than 1 point.

CEDARHURST GIN AND OTHER VARIATIONS

Many play that if the turned card is a spade, all scores are doubled. Game is 150 points.	Double Spades
Some play in addition to double spades, that if the turned card is a heart, all scores are tripled.	Triple Hearts
In this variation, a player may not go gin with more than two melds.	Two Melds
In this variation, a player gets ten times the usual score if he goes down with a complete 10-card sequence.	Spread
In this variation, the ace does not have to begin a sequence but may be located anywhere in it, <i>e.g.</i> , Q-K-A or K-A-2, etc.	Round-the- corner Gin
An unmatched ace counts 15. If a player can lay off on a gin hand so that he is left with no points, the gin hand gets only a bonus of 10. Game is 125 points.	
In this variation aces may be used only in sequence <i>following</i> a king or may be melded in sets. Unmatched aces count 15 points.	Special Aces
In this variation, deuces are wild and game is 150 points.	Deuces Wild
In this variation, the twenty-first card is not turned up. Instead, it is dealt to opponent as the eleventh card in his hand. He begins play by discarding a card to bring his hand back to 10, after which play proceeds as in the regular game.	Twenty-one Card Deal

KNOCK RUMMY

This was the forerunner of gin rummy and is played as that game is, but with these differences:

1
The Players

From two to five may play. If two play, 10 cards are dealt to each. If more than two play, each gets 7 cards.

2
The Knock

A player may go down—"knock"—at *any time* during the game. He does not have to have any minimum point count in his unmatched cards.

When a player knocks he follows this with a discard. There is no laying off.

The cards are valued as in gin rummy. If the total of points of unmatched cards (known as "deadwood") in the knocker's hand is lower than that of any opponent's deadwood, he scores the difference between his count and each other player's unmatched points.

If the total of the knocker's deadwood count is greater than that of any other player's, he pays to that player (or to each such player, if there is more than one) a penalty of 10 points plus the difference in the count of the deadwood. If the knocker's deadwood count ties that of any other player, that player is the winner and collects from any other player the difference in the deadwood count. The knocker neither wins nor loses.

If a player knocks with all his cards in melds—going rummy—he collects a 25-point bonus from each other player.

3
Scoring

If two play, game may be set at 100 or 200, and the first to reach that total wins. If both reach it in the same deal, the higher total is the winner.

If three or more play, chips can be used to settle after every hand, or individual plus-and-minus scores may be kept.

POKER GIN

In this variant of knock rummy the count of the player's deadwood must be 15 or less before he may knock.

CONTINENTAL RUMMY

Many forms of this game are played, but the version given below is the most popular.

Any number may play. If two to five play, two decks are shuffled together and used as one. Four jokers are added. For each additional two or three players above four, another deck and two jokers are added.

1
The Players
and Cards

Fifteen cards are dealt to each player, 1 at a time per round. Dealer tries to lift from the deck the exact number of cards needed to deal out evenly. If he succeeds, he gets 1 point (or chip) from each opponent.

2
The Deal

Player at right cuts the deck. If the card that he cuts is a deuce or joker, he receives it and is not dealt a card in the first round of dealing. After the cards are dealt, the next card is turned up to begin the discard pile, and the remainder of the deck is placed face down beside it as a stock to draw from.

Deuces and jokers are wild. Player at dealer's left has the first turn to play, after which the turn goes in rotation to the left.

3
The Play

The play is exactly as in standard rummy, Sec 5, page 547.

Players may *not* lay down melds until *all* 15 cards have been matched. First to lay down all of his cards in any of

CONTRACT RUMMY

the following combinations is the winner: (a) In five 3-card sequences; (b) or, in three 4-card and one 3-card sequence; (c) or, in one 5-card, one 4-card, and two 3-card sequences.

Ace may be used as the lowest or highest of a sequence, but may not go "around the corner" as in K-A-2.

4 Player who goes rummy receives 1 chip from each oppo-
Scoring nent or 1 point if pencil-and-paper score is kept.

For every joker that the winner has he collects 1 chip from each opponent and 1 chip for each deuce that he holds.

For going rummy on the original hand, a player collects 5 chips (or 10) from each opponent in addition to any chips that he collects for deuce or joker. For going rummy after only one draw, a player collects 3 (or 7) bonus chips. In neither of these cases does the winner collect any chips for going rummy.

If a player goes rummy without either a deuce or joker in his hand, he collects 10 bonus chips from each opponent.

CONTRACT RUMMY

*(Also known in some forms as Zioncheck, Liverpool rummy
and Hollywood rummy)*

This game, newest member of the prolific rummy family, is played in a great many varieties. The description given below embodies the most popular features.

CONTRACT RUMMY

wild cards at all, but this makes for a much slower moving game.

The cards otherwise rank as in standard rummy. Ace is low only and not high, unless the latter is agreed upon beforehand.

Players cut and low cut deals. Each player receives 10 cards every deal, dealt 1 at a time per round.

The remainder of the deck is placed face down to form a stock, and the top card is turned up to begin the discard pile.

To meld the cards in one's hand according to the schedule below. Melds are sets and sequences as described in standard rummy, Sec. 4, page 547.

First Deal: The contract is to meld at least 6 cards in two sets.

Second Deal: The contract is to meld at least 7 cards in one set and a 4-card sequence.

Third Deal: The contract is to meld at least 8 cards in two sequences, each in a different suit.

Fourth Deal: The contract is to meld at least 9 cards in three sets.

Fifth Deal: The contract is to meld at least 10 cards in two sets and a sequence, or two sequences, each in a different suit, and a set.

Sixth Deal: The contract is to meld at least 11 cards in one set and two sequences, each in a different suit.

Seventh Deal: The contract is to meld three sets, or three sequences, each in a different suit.

Other requirements may be established upon prior agreement.

To speed play, many play only four, five or six contract deals and then start over again.

The manner of play is as in standard rummy (Sec. 5), except the following:

If a player does not want the top card of the discard pile, any other player may claim it. If more than one player

2
The Deal

3
Objects of
the Game

4
The Play

CONTRACT RUMMY

claims it, the card goes to the one nearest to the left of the player who made the discard.

But, whoever claims the card (except, of course, the player who refused it) must also draw the top card of the stock. He does not make a discard. After the card has been claimed, the turn to play goes back to the player whose regular turn it was. He may either take the new top card of the discard pile or draw from the stock. The play continues as described if he also refuses the new top card of the discard pile.

Some permit the player who refused the top card of the discard pile in his regular turn to claim that card if he wishes, after he has drawn from the stock, provided that no one else has claimed it. He must draw another penalty card from the stock in that case and may make no discard.

If a player has already made the melds required for that deal, he may exchange for a joker (or wild card) in his regular turn. He makes this exchange by replacing the joker (wild card) in any meld on the table with the natural card it represents. Some permit the exchange only if the joker (wild card) is part of a sequence. But most players permit the exchange, no matter what kind of a meld the joker (or wild card) is part of.

When the required number of contract deals have been played, the game returns again to the requirements of deal 1, etc.

If the stock is exhausted before any player fulfills the contract for the deal, the discard pile is shuffled and turned over again to form a new stock. The top card is turned up to begin the new discard pile.

5 Melding and Laying Off

A player may lay down a meld (or melds) whenever his turn comes. He may lay off on any melds, including his own, and may make as many lay-offs as he is able to.

But many do not permit lay-offs until a player has fulfilled the contract requirements in melds.

In the last deal, a player wishing to go rummy must meld *all* his cards in the contract requirements and may not lay

CONTRACT RUMMY

off to get rid of odd cards. He may go rummy with or without a card to discard.

Some require that the last contract hand must be melded without any final discard.

Some do not require that a player have all of his cards melded in the last deal, but permit him to lay off any odd cards left over after he has fulfilled the contract requirements in melds.

No cards may be taken from one meld—"borrowed"—to use in making another meld.

First player to meld according to the contract requirements and to dispose of his odd cards through lay-offs is the winner for the deal.

Some permit a player who has already melded the contract requirements to dispose of his odd cards by forming another meld instead of laying off.

When a player succeeds in going out in a deal, each other player totals the points of his unmatched cards and these are added to his tally.

The cards are valued as in standard rummy, but jokers (or wild cards) and aces count 15 each.

After the last contract deal, player with the lowest score collects the difference between his score and that of each other opponent.

Some also play that each player collects from every other player with a lower score according to the differences in their scores.

For rules governing irregularities, see General Rules for Rummy or applicable rules in Sec. 10 of gin rummy.

6
Going
Rummy—
Scoring

7
Scoring

8
Additional
Rules

PIF-PAF RUMMY

(Pronounced peef-pof)

This modern South American development of rummy incorporates the betting features of old draw poker with a blind ante.

1
The Players

Four to eight players make the best game.

2
The Cards

Two regular 52-card decks are shuffled together and used as one.

The cards rank in sequence as in standard rummy but have no point value.

3
The Deal

Players cut for deal, low cut dealing.

Beginning with the player at dealer's left, each is dealt a hand of 9 cards, 1 at a time per round.

The remainder of the deck—stock—is placed face down in the center of the table.

The turn to deal in subsequent hands goes to the left.

4
Object of the Game

To be the first to match up the entire hand in sets and sequences. Sequences may be of 3 or more cards in the same suit. Ace is low only and may not follow a king in a sequence.

Sets may be of 3 or more cards of the same denomination; however, they must contain at least 3 different suits.

5
e Betting

a. All players chip in equally to a pool (pot). Dealer *must* then put in an amount equal to the pot; he has no option.

b. The player at dealer's left may then raise "blind," *i.e.*, increase the betting without looking at any of the cards of his hand. If he does raise blind, he must put into the pot an amount double the dealer's.

c. The next player to the left (second player after dealer) may then raise again, also without looking at his hand. His raise must be double that of the previous player's.

PIF-PAF RUMMY

d. Players in following turn may not raise the betting. They may, however, look at their hands and decide whether they wish to remain in the game—"stay"—or drop out.

If they wish to stay, they must meet the bets made by the blind bettors, and each player in turn must equalize bets.

Example: Players *A*, *B*, *C* and *D* are playing. Player *A*, the dealer, must put in 4 chips after all have anted 1 chip apiece at the beginning.

Player *B* raises blind, putting in 8 chips, and Player *C* also raises blind, putting in 16 chips. Player *D* may not raise, but he must put in 16 chips if he wishes to stay. Player *A* had originally put in 4 chips, so he must now add 12 if he wishes to stay. Player *B* put in 8 chips on his first raise, so he must now add 8 more if he wishes to stay.

e. If either player following dealer looks at his hand, he may not raise but must meet the previous bet to stay in the game.

In the example in *d* above, if Player *B* looks at his hand, he bets only 4 chips to stay in the game. Player *C*, however, may still raise blind, and all others are required to meet that bet to stay.

If Player *B* should raise blind and Player *C* looks at his hand, he and the others must meet Player *B*'s raise to stay in the game.

f. The last raiser may, when his turn comes again, *raise higher* if he chooses. In this case, *any* other player still in the game may also reraise. The betting then continues until no one will raise further and all bets are equalized.

Play then begins.

Thus, if Player *C* was the last raiser, he may reraise when his turn comes again. If Player *B* raised blind, but Player *C* did not, Player *B* may reraise. If neither Player *B* nor Player *C* raised blind, then Player *A* may raise.

a. After all bets have been met, the first active player at dealer's left turns up the top card of the stock. He may keep it or discard it.

6
The Play

CALIFORNIA JACK FOR THREE AND FOUR HANDS

For three hands a deuce is stripped from the deck. For four hands the full 52-card deck is used. Each player draws a card from the stock in turn. The turn to draw and play goes to the left.

Otherwise, the game is as described for two hands.

SHASTA SAM

This is a variation of California Jack in which the stock is turned face down instead of face up, and the draw is made without either player knowing what cards the other player will draw.

SETBACK

(Also known as auction pitch, or pitch)

1 Players

Four make the best game. But any number from two to seven may play. Each plays for himself; there are no partnerships.

2 The Cards

The regular 52-card deck is used and the rank of the cards is as in seven-up (see Sec. 2, page 582).

Many add a joker to the deck, which ranks either as the lowest trump below the deuce or as the highest trump above the ace, whichever is agreed on beforehand.

SETBACK

High cut deals. The players are dealt cards, 3 at a time in rotation to the left until each has a hand of 6 cards. The remainder of the deck is not used.

3
The Deal

To win the right to name trump for the deal by being the highest bidder and then to win at least enough points to fulfill the bid (see Sec. 7, Scoring). Or, as opponent, to help defeat—set back—the highest bidder and also to score certain points at the same time.

4
Objects of
the Game

The bidding begins with the player at dealer's left and goes to the left. Each player in turn may make a bid or pass.

5
Bidding

The player names in his bid the least number of points he hopes to win if he can name his own trump suit, but he does not indicate the trump suit until play begins. Many players make the minimum that may be bid two; some make it three. Every succeeding bid must be higher in numerical value than the preceding one, and the highest bid is four. An exception to this rule that is often played is that dealer may buy—take over the contract—for the last previous bid without having to bid higher.

If all pass, there is a new deal by the same dealer.

The successful bidder leads the first card, and whatever suit that is, it establishes the trump for the deal. This lead is known as the "pitch." Every player in turn must also play a trump to the first trick if able to. Otherwise, he may play any card. The winner of a trick leads to the next. When a joker is led, it generally calls for spades as trumps for the deal.

6
The Play

A player may follow suit or he may play a trump *even if able to follow suit*. If he cannot follow suit, he may play a trump or throw off any card as he pleases. A player must follow suit to a trump suit *if able to*. The highest card of a led suit wins the trick if there are no trump cards in the trick. A trump card wins a trick, but if the trick contains more than 1 trump card, highest trump wins.

Play continues as described until all 6 tricks have been played.

SETBACK

7 Scoring

These are the points that are counted after play is over:

a. High: The highest trump (not joker) that shows up in play counts 1 point for the player who originally had it.

b. Low: The lowest trump that shows up in play scores 1 point for the player who originally held it.

c. Jack: The player winning the jack of trumps in play scores 1 point for it. If the jack of trumps was also the highest trump, then of course, it is worth 2 points.

d. Joker (if it is used): In play this counts 1 point for the player who wins it.

e. Game: Values are given to the following cards: ten, 10; ace, 4; king, 3; queen, 2; jack, 1.

Each player totals the count of his cards according to the foregoing, and the one with the highest total scores 1 point for game.

But if there is a tie in the count, no game point is scored. Some play that if bidder is in the tie, he scores the point.

Each player receives credit for what he scores, except that if the highest bidder fails to score at least the points that he bid, he scores no points in that deal. Instead, the full amount of his bid is deducted from his previous score. This is known as a "setback." In a pencil-and-paper score, a player whose setback is greater than his plus score goes minus the difference. A circle is drawn around a minus score, and a player with a circled score is said to be "in the hole."

8 Game

All deals are played out. Player first to reach 7 points (or 9, 10, 11 or 21 as agreed upon) wins.

In case the highest bidder and any other player (or players) score enough for game in the same deal, the bidder is considered the winner—"goes out first."

If two or more players score enough for game in the same deal and the highest bidder is not among them, the points are scored in the order listed in Sec. 7, *i.e.*, high, low, jack, joker (if used), game. The player going out first by that order of play is the winner.

First Example: Game is 7 points. Player *A* has 5 points. Player *B* has 6 points. Player *C* has 6 points.

SETBACK

Player *B* bids three but fails to make his bid. Player *A* makes high and game. Player *C* makes low.

Thus Player *A* is credited first for high, giving him 6 points. Player *C* receives credit next for low, giving him 7 points, and he goes out before Player *A* can receive credit for game.

Second Example: Game is 11 points. Player *A* has 8 points. Player *B* has 10 points. Neither is the bidder.

Player *A* makes high, low and game. Player *B* makes jack. Player *A* first receives credit for high then for low, making his score 10. Player *B* then receives credit for jack, and he goes out before Player *A* can receive credit for game.

Third Example: Game is 21 points with a joker in play. Player *A* has 18 points. Player *B* has 19. Player *C* has 20.

Player *A* bids 3 but makes only high and game and so is set back. Player *B* makes low and joker. Player *C* makes jack.

Player *B* receives credit for low, making his score 20. Player *C* then receives credit for jack, and he goes out before Player *B* can receive credit for joker.

If the game is played for stakes, any one of these methods may be used:

a. Every loser pays a chip to the winner and an additional chip for each time the loser was set back. A loser also pays another chip if he is in the hole when the game ended or had no points. This situation is also known as being "left at the post."

b. Or, each player puts an equal amount of chips into a pool before the first deal, and the entire pool goes to the winner of the game. A new pool is then put up for the next game.

c. Or, the winner of a game gets an additional point added to his score for each other player in the game. Each loser then pays to every player with a higher score according to the difference in their scores.

There is a new deal if the dealer does not have the deck cut before dealing, if a card that has counting value is found faced in the deck or exposed by dealer, or if the dealer gives any player too many or too few cards.

9 Settlement

10 Additional Rules In Dealing

SETBACK

If the "selling" convention is being used, the new deal is by the same dealer. Otherwise, the deal passes to the next player in turn.

SETBACK (Variations)

Any of the following variations may be used in play if the players agree to it.

Smudge

This bid, used by many, is to win all 4 points. A player who bids a smudge and makes it wins the game—goes out—provided that he was not in the hole at the time.

Some play that a player goes out when he wins all 4 points even if he did not bid smudge.

Selling

This is a form of bidding still used by some which once gave setback its old name of "sell-out" or "commercial pitch."

Player at dealer's left, known as the "eldest hand," has the choice of making the trump or selling the right to do so. If he makes the trump, he does so without bidding. He simply leads a card, whereupon the suit of that lead is trump for the deal, and he obligates himself to make all 4 points or be set back.

If instead, eldest hand offers the right to make trump for sale, each player in turn after him may make a bid or pass. He then has the right to sell to the highest bidder, or to pitch the trump himself under obligation to make as many points as the highest bidder's declaration or to be set back. If eldest hand sells to the highest bidder, the latter makes the trump and plays at that contract, but the former adds the points of the bid to his score. If eldest hand does not sell to the highest bidder, the latter adds the points of the bid to his score.

In any case, no bid is permitted that will automatically

SETBACK

give eldest hand points enough for game, and eldest hand must sell if by declining to, he would give the highest bidder enough points for game. In other words, no player is permitted to make a declaration which will automatically present another player with enough points for game.

Many play that dealer cannot take the bid without bidding higher than any previous bid.

**Dealer's
Bid**

As in California Jack, some play that low can be scored only by the player winning it in a trick.

**Scoring
Low**

In this variant a 32-card deck is used—ace high to seven low. Points are scored for high, low, jack and game, which is the 10 of trumps, in the order named.

**Racehorse
Pitch**

Game is 11 points.

If a player out of turn pitches the first card, he must take it back, but his card is exposed and may be called to a trick by the proper maker of trump. But if the player whose turn it was to pitch the opening lead plays to the improper lead, it stands and he must name the trump for the deal and lead it at his first opportunity.

**In Making
Trump**

If a player fails to follow suit or trump when able to do either to a lead, it is a revoke. If the trump maker revokes, he is set back by the amount of his bid, but the hands are played out and each other player scores whatever points he wins. If the revoke is made by any player other than the trump maker, everyone, including the trump maker, but excepting the offender, scores any points he wins. But many players favor the more drastic penalty of setting back the offender by the amount of the bid.

In Play

If an opponent of the trump maker leads or plays out of turn, the latter may let the trick stand. Or he may call the card back and demand that offender lead the highest or lowest of the suit led and trump or not trump a trick as the trump maker chooses.

PEDRO

(Also known as Pedro Sancho)

In this variant of setback, the nine of trumps is known as "sancho" and the five of trumps is known as "pedro." Each counts its face value in points for the player who captures it in a trick.

The bidding continues in turn in clockwise rotation until some player makes a bid no one will raise.

Only trump cards earn points and only when taken in tricks. Scoring is as follows: high, low, jack, ten of trumps (which takes the place of game), pedro and sancho, scoring in the order named.

First to reach 50 points is the winner. Some deal out the entire deck for play, giving each a hand of more than 6 cards.

SNOOZER

(Also known as Dom Pedro)

This game is pedro with the additional feature of a joker, known as the "snoozer." The joker is the lowest trump, ranking below the deuce, but counts 15 points for whoever wins it in a trick. The deuce still scores for low. First to reach 50 (or 100) points is the winner.

HIGH FIVE

(Also known as cinch or double Pedro)

Four make the best game, two against two as partners, although any number from two to six may play, each for himself.

1
The Players

The regular 52-card deck is used. In plain suits (not trumps) the cards rank as in seven-up (see Sec. 2, page 582). But in the trump suit there is an extra trump, the five of the same color as the trump suit. This five is known as "left pedro" and ranks right below the five of trumps, known as "right pedro." Thus the trump suit would rank as follows: ace (high), king, queen, jack, ten, nine, eight, seven, six, right pedro, left pedro, four, three, two (low)

2
The Cards

Players cut for partners. The two highest cards play against the two lowest. Highest card has choice of seat and deals.

3
The Deal

After the deck has been shuffled and cut by player at dealer's right, the deal begins. Dealer serves each player 3 cards at a time, starting with player at his left and going in clockwise rotation until each has a hand of 9 cards.

The next turn to deal goes to the player at the left.

To win the right to name trump for the deal by being the highest bidder and then to win enough points to fulfill the bid (see Scoring, Sec. 8). Or, as opponent to help defeat—set back—the bidding side.

4
Objects of
the Game

Player at dealer's left has the first chance to bid, after which the bidding turn goes to the left. Each player in turn may make only one bid, or he must pass. In bidding the player states the number of points that he and his side will contract to win if he can name his own trump suit, but he does not indicate the trump suit until play begins. Bids may go from 1 to 14; every succeeding bid must be higher in numerical value than the preceding one.

5
The
Bidding

HIGH FIVE

If all players pass to the dealer, he may name the trump suit without making a bid, or he may also pass. But some play that he must also make a bid or pass.

If all pass, there is a new deal by the next dealer in turn.

6 Discarding —Drawing

The successful bidder names the trump suit. Every player but dealer then discards from his hand any cards he does not want to hold. The usual discards are plain suit cards, the player retaining trumps, which are most valuable in play. In any case, a player may not retain more than 6 cards in his hand.

Each player in turn is then dealt enough cards from the remainder of the deck to fill his hand out to 6 cards, unless, of course, he already holds 6 cards.

The dealer then may pick out of the remainder of the deck and his original hand any 6 cards he chooses, placing the discards from his hand face up on the table. This is known as “robbing the deck.” If the remainder of the deck contains any trumps that the dealer does not take into his hand, they must be placed face up on the table.

Some play that dealer makes his discard before looking through the deck.

7 The Play

When all players have had their hands restored to 6 cards, the highest bidder leads any card, and it does not have to be a trump. Each player in turn to the left also plays a card to the trick.

A player may follow suit or he *may play a trump even if able to follow suit*. If he cannot follow suit, he may play a trump or throw off any card, as he pleases. A player *must* follow suit to a trump lead if able to. The highest card of a led suit wins the trick if there are no trump cards in the trick. A trump card wins a trick, but if the trick contains more than 1 trump card, the highest trump wins. The winner of a trick leads to the next and play continues as described until all 6 tricks have been played.

Playing a trump high enough to prevent a following player from winning with a “pedro” is known as “cinching” a trick.

a. For each of the following trump cards won by a player in a trick, his side scores 1 point: ace (known as "high"), deuce ("low"), jack ("jack"), ten ("game"). Each "pedro" (five of trumps and five of the same color as trump) counts 5 points for the player's side, winning that card in a trick. Altogether 14 points can be scored in a deal and no more.

b. If the bidding side (or player) takes in enough points in tricks at least to fulfill its bid, the result is scored as follows: The total of the side that made fewer points in the deal is subtracted from the total of the side that made more points in the deal. The difference is scored for the *side that made more points*, even if that side is not the successful bidder's side.

First Example: Side *A* bid 7 and made 8 points, more than fulfilling its contract. Side *B* made 6 points. So a net score of 2 points ($8 - 6$) is credited to *A*.

Second Example: Side *A* bids 7 and makes 7 points, fulfilling its contract. Side *B* made 7 points. Neither side scores.

Third Example: Side *A* bids 6 and makes 6 points, fulfilling its contract. Side *B* makes 8 points. Consequently, *B* is credited with 2 points ($8 - 6$).

c. If the bidder's side fails to fulfill the bid, it does not score at all. But opposing side scores the points it made *plus* the amount of the bid. More conveniently figured as 14 plus the number of points by which a contract fails of fulfillment.

Example: Side *A* bids 8 but makes only 7 points, failing by 1 point. Side *B*, therefore, scores 15 points ($14 + 1$).

This method of scoring means that only one side can reach the game total in a deal (see Sec. 9 below).

d. Some use the setback method of scoring: If bidder's side fails to make at least the number of points it bid, it scores no points in the deal. Instead, the full amount of the bid is deducted from its previous score. In a pencil-and-paper score, a side whose setback is greater than its plus score goes minus the difference. A circle is drawn around a minus score, and a side with a circled score is said to be "in the hole."

HIGH FIVE

9 The score may be kept with paper and pencil, in which
Game case the side reaching 51 points (or 61, or any number
 agreed upon) is the winner. A cribbage board (see page 262)
 may be used if 61 points is game.

10 If the deck was not cut, or if a player is dealt too few or
Additional too many cards, it is a misdeal and the next player in turn
Rules deals.

In Dealing A deal out of turn must be stopped before the last 3 cards
 have been dealt; otherwise, the deal stands and the next
 deal is made by the player whose proper turn it was.

 The same dealer deals again if a card is found faced in
 the deck or if the deck is found to be imperfect. But pre-
 vious scores made with the imperfect deck are not affected.

 If dealer exposes a card and opponents have not looked
 at any of their cards, they may let the deal stand or call for
 a new one by the same dealer. If opponent exposes a card,
 dealer may deal again if he chooses.

In Bidding Once a bid has been made, it may not be changed or taken
 back.

 If there is a bid out of turn, offender and his partner are
 barred from bidding. But if offender's partner has already
 made a bid, the bid out of turn stands. In case offender and
 his partner are barred from bidding, nonoffenders decide
 which of them will name the trump.

 If a player is discovered to have more than 9 cards during
 the bidding, he loses his right to bid. The excess cards are
 drawn by an opponent from the hand and mixed in with the
 rest of the deck.

In A player who has discarded a trump inadvertently
Discarding may take it back if his hand has not been filled. Otherwise,
 it remains on the table and out of play. But some play that
 such a trump, if it has any scoring value, is scored by
 bidder's side if an opponent discarded it.

In Drawing If a player asks for too few cards and does not discover it
 until his turn has passed, he must fill his hand from the

HIGH FIVE

discards on the table, but may not take a trump. If a player asks for too many cards and does not discover it until his turn has passed, opponent draws off the excess cards and they are buried in the remainder of the deck. Opponent may look at the excess cards.

If a hand containing too many or too few cards is discovered before any bid has been made, it calls for a new deal. If it is discovered during the bidding, a short hand may continue in the game but an opponent draws excess cards from a long hand. The excess cards are buried in the remainder of the deck. If the player with the long hand has looked at any of his cards, he is barred from the bidding and the excess cards are shown to all other players before being buried.

*Irregular
Hands*

If an irregular hand is discovered during play, that side is not allowed to score if it is a long hand. The excess cards are drawn by an opponent and placed among the discards face up. If it is a short hand, the holder may fill in from the discards but may not take a trump. There is no penalty for a short hand.

A card shown by a player except when he is playing it is an exposed card. If a player plays more than one card to a trick, opponents may designate which one is to be played; the other card is an exposed card. Exposed cards may be called by preceding opponent of the offender, *i.e.*, opponent may say when the card is to be led or played to a trick.

*Exposed
Cards*

A player leading when it is his partner's turn takes his card back and following opponent may forbid or call a lead of trump. If a player leads out of turn when neither he nor partner have the lead, the card is taken back and treated as an exposed card. If all players follow to a lead out of turn, the lead stands. If the lead is called back, any cards played to the lead may be taken back without penalty.

*Playing or
Leading out
of Turn*

If a player plays to a trick out of turn, opponents take the trick, regardless of who played the winning card. But player of the winning card leads to the next trick.

AUCTION HIGH FIVE

Revoke If a player fails to follow suit or trump when able to do either, it is a revoke if he does not correct the error before the trick is taken in. The offender's side is not permitted to score. Nonoffenders must be given credit for at least their contract, even if they do not make it.

A player is permitted to check partner's revoke before the trick is taken in.

Miscellaneous A player may look back at the last trick but no others. If a player throws in his hand, opponents may treat the cards as exposed if partner insists on playing out the hand.

AUCTION HIGH FIVE

(Also known as razzle dazzle or auction cinch)

This game is usually played by more than four players. It is played exactly as in regular high five with these exceptions: Players get hands of only 6 cards, then discard to have their hands filled out to 6 again. The highest bidder names a card, and the holder of it identifies himself. These two then play as partners against the others. Each player receives a separate score.

HIGH FIVE WITH A WIDOW ("BLIND")

This game is for four, partners against partners. Each player is dealt 9 cards, which he picks up and examines. Then 4 more cards are dealt to each; these are not looked at. The bidding proceeds as in high five, after which the suc-

PROGRESSIVE HIGH FIVE

successful bidder picks up his 4 cards and discards down to a hand of 6 after naming trump. The others then also pick up their extra 4 cards and discard down to hands of 6.

Otherwise, the play and scoring is as in regular high five.

SIXTY-THREE

In this game, the following trump cards are given point values: ace (high), 1; deuce (low), 1; jack (jack), 1; ten (game), 1; right pedro, 5; left pedro, 5; king, 25; trey (three), 15; nine, 9.

The bidding continues in rotation until a bid is not raised, 63 being the highest bid possible.

Game is 152 points. In other respects the game is played as in high five.

PROGRESSIVE HIGH FIVE

The play is organized as in Progressive Euchre (see page 284). As soon as a side scores 32, it rings a bell and play stops.

SHEEPSHEAD



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SHEEPSHEAD

(Also known as *schaftskopf*)

This fast game is a close relative of skat but is less complex than the latter. It has a comparatively small and devoted following in this country, but there are potentialities for greater popularity.

It is played in many forms. The game described below is standard for three playing actively.

1
The Players Three play actively. If four participate, the dealer does not take cards.

2
The Cards A 32-card deck is used, made up by stripping out all cards below the seven from a standard 52-card deck.

There are 14 permanent trumps which rank in this order: The 4 queens: ♣Q (high), ♠Q, ♥Q, ♦Q; these are followed by the 4 jacks, ♣J, ♠J, ♥J, ♦J; then by the remaining diamonds, A, 10, K, 9, 8 and 7, which is the lowest trump. Thus the diamond suit is always trump along with the queens and jacks.

In the nontrump suits, the cards rank as follows: ace (high), ten, king, nine, eight, seven (low). The queens and jacks are never considered part of the nontrump suits.

3
The Deal Players cut for deal, and low cut is dealer. Each player is dealt a hand of 10 cards, beginning with the player at dealer's left and going to the left. The cards are dealt 3 the first round, then 2 face down for a widow, known as the "blind," then 4 and finally 3.

The turn to deal passes to the left in subsequent hands.

4
Objects of the Game To win a majority of points taken in counting cards playing alone against two opponents. Or, as an opponent of the lone player to help prevent him from taking a majority of points.

SHEEPSHEAD

To win the least number of points in counting cards if no player will play alone against the others.

The player at dealer's left has the first turn. If he wishes to become the lone player, he picks up the blind without showing it to the others and discards any 2 cards he chooses in its place. Any points in the blind will count for the player.

5
Determin-
ing the
Lone
Player

If he passes, the option of becoming the lone player goes to the left in turn. As soon as any player in his proper turn picks up the blind and makes discards in its place, he signifies his intention of playing alone against the other two. Play then begins, and opponents combine as a side against him. He may not change his mind, once he has made the decision to play alone.

If all pass, no one picking up the blind, the hand is played to see who will win the least number of points. Each plays for himself. This situation is known as "least."

6
If All Pass

Winner of the last trick takes the blind.

The opening lead is always made by the first active player at dealer's left.

7
The Play

The turn to play goes to the left. A player must follow suit or follow to a trump lead if he can. If he cannot follow suit to a plain-suit lead, he may trump or play any other card as he chooses. The highest card of a led suit wins the trick unless a trump is played. If there is only 1 trump in a trick, it wins; if there is more than 1 trump, highest trump wins.

Winner of a trick leads to the next.

Following are the counting cards: any ace won in a trick counts 11; ten, 10; king, 4; queen, 3; jack, 2. There is no count for nines, eights or sevens. Thus 120 points can be scored altogether in any deal.

8
Scoring
Counting
Cards

If the lone player takes in at least 61 points in counting cards, he has made his Game. For this he scores 2 on his tally. If he takes in at least 91 points, he scores 4. This is

For a Lone
Player

SHEEPSHEAD

known as a "schneider." If he takes in all tricks (not just all counting cards,) he scores 6. This is known as a "schwarz."

If the lone player fails to take in at least 61 points, 2 is deducted from his tally, even if it means going minus. For failing to take at least 31 points, 4 is deducted from his tally. For failing to win a single trick, 6 is deducted from his score.

The scoring table is usually expressed 2, 4, 6.

In an alternate method of scoring, a player tallies his score when successful, but if he is unsuccessful, he scores nothing, and each opponent receives a full score.

Chips may be used instead of a pencil-and-paper score, in which case the dealer (in a four-handed game) participates in pay-offs and collections.

For Least In least, the one who takes in the least number of points, scores 2; if he takes no tricks, he scores 4.

If one player takes in every trick, 4 is deducted from his tally.

The Winner The first player to tally a total of 10 in the manner described is the winner. Some other amount may be set by prior agreement.

Or, it may be agreed beforehand to play a certain number of deals with the highest scorer at the end being the winner.

9 Additional Rules At least 3 cards must be left in each part of the deck in the cut for deal.

the Deal If a card is dealt face up, there must be a new deal by the same dealer.

If a deal out of turn is discovered after all cards have been dealt, the hand must be played. The next deal reverts to the proper turn, but the out-of-turn dealer does not deal again in that round.

If an error in dealing is discovered after the first lead has been made, the lone player wins if his hand is regular. If it is irregular, he loses.

The Blind If any but the lone player looks at the blind, he is penalized 4.

SHEEPSHEAD

If the lone player discards more or less than 2 cards, he loses.

The dealer has the right to call attention to any errors in play. *In the Play*

The lone player must take in at least 31 points before conceding defeat, otherwise 4 is deducted from his score.

If either opponent misleads, neglects to follow suit or plays out of turn, such error shall terminate the play and lone player wins.

If either opponent makes an error after they have taken in 60 points, the lone player wins, and the one in error loses. But in tournament play, the lone player does not receive credit (in the awarding of prizes) for the points or a winning play.

If the lone player misleads, neglects to follow suit, or plays out of turn, at any time, such error terminates the play and the hand is lost.

Participants may examine the last trick made, but this must be done before the next card is played.

If the lone player examines any trick except the last, such error terminates the play, and a lost hand is charged.

If either opponent examines any trick except the last, the lone player wins, and the one in error is charged with the amount scored.

If the lone player places the remaining cards upon the table and declares the game won, but is found to have erred, the remaining cards all belong to the opponents.

If the lone player places the remaining cards upon the table and declares the game lost, the play is terminated.

If either opponent places the remaining cards upon the table, declaring thereby to have defeated the player's game, but is found to have erred, the remaining cards belong to the lone player, and the one who erred is charged with the loss.

If either opponent plays more than 1 card, or exposes a card when not in the regular turn to play or exposes a card before playing another, the lone player wins, and the one who erred is charged with the value.

SHEEPSHEAD

All participants must keep their respective tricks in the order in which the cards were played so that each play may be traced at the end of the game.

In all misplays the play may be corrected and hand played to the end to determine the score of 2,4,6 without excusing the misplay. If other misplays are then made, the latest becomes effective and excuses previous errors. The lone player, however, will not receive credit for a game won, nor will the points be added to the score in the awarding of prizes unless the misplay is corrected, the hand played out and 61 actually made.

A card drawn from the hand constitutes a played card if it is exposed. If done out of turn, it constitutes a misplay.

If either opponent by any word, act or sign exposes the holding of any card other than one played in regular order, such error terminates the play, and lone player wins. The value of the hand is deducted from the score of the one in error.

In tournament play, the score of an opponent is not affected (in the awarding of prizes) when a penalty is made for violating the rules. The lone player, however, loses the game and points for all misplays.

In Least If two participants are tied for least points, the one who received the total count first wins 2, meaning the one who wins the later trick of the two does not score.

If each one has a total of 40 points, the last hand scores 2.

In case of a misplay in least, the play must be corrected, and the hand played out. The one in error is eliminated from scoring, and the one of the other two who received the lower total wins 2, without any trick, 4. The amount won is to be deducted from the score of the one in error. If the one who misplayed wins every trick, a lost hand worth 4 is charged. A later misplay excuses the previous error.

HOW TO JUDGE PLAYABLE HANDS

Following is a tested method for determining whether a hand is playable or not:

SHEEPSHEAD

Pick up the blind only when you hold 4 aces and 3 trumps, 3 aces and 4 trumps, 2 aces and 5 trumps, 1 ace and 6 trumps, no ace and 7 trumps, or a combination with more trumps.

The Rule of
Seven

Vary this rule only when you hold the 3 high queens to pick up with a 6-count. The two black queens or the ten spots do not add enough extra value to your hand to pick up with a short count.

In nearly every hand just one of the three participants holds a hand within the 7 count. Imagine the folly of trying to win with a short count when another holds a hand that can win single-handed, without the partner's help.

The rule of seven will quickly weed out the most difficult hands to decide upon, *i.e.*, those of middle strength.

FOR FOUR PLAYING ACTIVELY

The cards and rank of suits are as in the three-handed game (Sec. 2, page 604).

The deal is as in Sec. 3 of Sheepshhead, except that each receives a hand of 8 cards, and there is no blind. Cards are dealt 3 to each in the first round, then 2, then 3.

1
The Deal

To win at least 61 points in counting cards as a pair against two opponents also playing as a pair; or, as a lone player, to win 61 points against three opponents.

2
Objects of
the Game

The most popular method of determining partners is the one known as "black queens partners." Here is the way it works:

3
Determin-
ing
Partners

a. Any player who holds one of the black queens is the partner of the holder of the other black queen.

SHEEPSHEAD

b. If a player who holds both black queens wants a partner, he names some ace, except the diamond ace, and the holder of it is his partner. But the player who calls for the partner must hold at least 1 card in the suit whose ace he names.

c. If a player who holds both black queens wants a partner but holds no card in the suit of the ace he wishes to name, he calls for an ace "unknown." This is done by placing a card face down on the table, to be played only when the suit of the called ace is first led. He may lead the face-down card as though it were of the suit called. When all have played to the trick, the face-down card is revealed and becomes part of that trick.

d. If a player holds nothing but trumps and wants a partner, he calls for the ace "unknown" as in c above. He discards 2 trumps and uses a third as the face-down card.

e. If a player holds the 3 nontrump aces and wants a partner, he calls as his partner the first *other* player to win a trick.

In any of the methods described except e, the partner is not revealed until the called ace is played to a trick. In e, if no other player wins a trick, the caller scores for playing alone.

There are two other methods of determining partners. In one, the holder of the queen of clubs and the holder of the queen of diamonds are partners. In the other, players sitting opposite each other are partners.

As soon as any player makes some announcement as above, play begins.

4 Playing Alone

a. If a player wishes to play alone against the three others, he may do so, announcing in his turn, before a card is played, in the following manner, "I play alone."

b. If a player who holds a black queen wishes to play alone, it is customary for him to announce in his turn, "I saw off the partner" or "I call off the queen."

c. If a player holds both black queens, he may decide to play alone in his turn without announcing it.

SHEEPSHEAD

As soon as any player makes some announcement as above, play begins.

There is no play for least if all pass. All rules under The Play in the three-handed game, (page 605) apply, with the following additions:

5
The Play

a. The partner who has the called ace may not lead a lower card of its suit before the ace is played.

b. The called ace must be played when its suit, or the unknown card, is led.

c. The lone player may lead but not discard the lower card of the called ace suit; same rule applying to the unknown card.

d. When holding more than 1 card of the called-ace suit, the player may discard all but 1 of them before its ace is played.

e. The partner may not discard the ace, but he may discard lower cards of its suit.

Counting cards are as in the three-handed game (Sec. 8, page 605).

6
The Scoring

It is usual to play for chips, settlement being made according to the following schedules:

When the blacks win game, each collects 1 chip from a separate opponent. If they score at least 91 points, they collect 2 chips for schneider. If they win all tricks, they collect 3 chips for schwarz.

Black
Queens as May
Partners ne

If the blacks lose, each opponent collects 2 chips. If they do not score at least 31 points, each opponent collects 4 chips.

The scoring is as above.

When a
Partner Is
Called

If the lone player wins game, he collects a chip from each opponent. Schneider doubles these amounts, and schwarz triples them.

When
Playing
Alone

If the lone player loses, a like amount is paid to each opponent.

SHEEPSHEAD

7 Additional Rules

Irregularities are handled generally as in the three-handed game with these additions: 4 cards must be left in each packet at the cut.

If any player commits any irregularity, the play ends, and offender must pay losses for his partner as well as himself.

FOR FIVE PLAYING ACTIVELY

The cards and rank of suits are as in the three-handed game (Sec. 2, page 604).

1 The Deal

Low cut is dealer. Each player beginning at dealer's left receives a hand of 6 cards, and a blind of 3 cards is dealt face down. The cards are dealt 3 on the first round, then the blind, then 3 more to each player.

2 Objects of the Game

To take in at least 61 points in counting cards either as a lone player or with one player as a partner; or, to avoid taking any counting cards if least is played (see Sec. 6, page 605).

3 Determin- ing the Lone Player

The right to be the lone player against the other four is determined as in the three-handed game (Sec. 5, page 605).

4 Choosing a Partner

If the player does not wish to play alone, a partner may be called and must be the holder of a nontrump ace. But if the player holds all three nontrump aces, he calls the first other player, aside from him, who wins a trick as his partner. If no other player wins a trick, the caller scores as playing alone.

When the player calls a certain ace, he must hold a card of its suit to play to the first lead of that suit. If he holds no

SHEEPSHEAD

low cards in the suit that he calls, he places any card face down on the table. This is known as calling a partner "unknown." This unknown card must not be played until the suit of the called ace is opened, when it must be exposed at the end of the trick. It may be led by the caller face down as a card of the called suit. A caller may not discard a low card in order to be able to call an ace unknown.

If all pass, least is played. Players try to avoid taking any counting cards. The blind is not included with the winning of the last trick.

5
Least

The rules for play given for the three-handed game apply with these additions:

6
The Play

a. When the suit of the called ace is first led, the ace must be played to that trick.

b. The player who undertakes to win game alone or with partner takes the blind and discards any 2 cards in its place; the discards count for him at the end.

c. The discards must be shown upon demand to any opponent to prove that a suit card was not laid away in order to call an ace unknown. The called ace must be held until its suit is opened.

Chips are used.

7
Scoring

The lone player collects 1 chip from each opponent if he wins game, 2 for schneider and 3 for schwarz. He pays out a like amount if unsuccessful.

When Play
ing Alone

If player's side makes a game, each opponent pays 1 chip, player taking 2 and partner 1. Schneider doubles this amount, and schwarz triples it.

When
Calling a
Partner

If player's side fails to make game, each opponent wins a chip, player paying 2 of them and partner 1. Schneider doubles the amount, and schwarz triples it.

In least the player who takes the fewest points wins a chip from each other player. In case of a tie for low, the tied players cut to determine the winner, high cut winning.

In Least

SHEEPSHEAD

8
Additional
Rules

Irregularities are handled as in the three-handed game with this addition: The lone player, or partner, pays all losses alone when making an error of any kind.

SHEEPSHEAD

(Variations)

1
Four-
handed
Auction

In this game, the 32-card deck is used. But only the 4 jacks are permanent trumps, ranking in this order: clubs (high), spades, hearts and diamonds. No one suit is permanent trump, and cards other than the jacks rank in this order: ace (high), ten, king, queen, nine, eight, seven (low).

Players cut for partners, the two high cuts playing against the two low cuts. Each is dealt a hand of 8 cards, 4 at a time per round.

The objects of the game are to obtain the right to name trump and then to win enough points in counting cards to fulfill the bid.

Bidding begins with the player at dealer's left, and each bids in turn or passes. Lowest bid is 65 and rises by 5. Highest bid is 120. Each player gets only one turn to bid,

The highest bidder names trump for the deal. If all pass, the holder of the jack of clubs must name the trump, and his side plays to win at least 60 points in counting cards.

Counting cards are the same as in the three-handed game (Sec. 8, page 605).

The player at dealer's left leads and the play is as in the three-handed game (Sec. 7, page 605).

Players chip in equally to a pool beforehand. If bidder's side wins at least enough points in counting cards as bid, it takes the entire pool. If it wins 91 points or more, it collects an additional amount from opponents equal to the pool. If it takes all tricks, it collects an additional amount equal to three times the pool.

If bidder's side fails, opponents collect on the same basis as above.

SHEEPSHEAD

If there was no bid, the side holding the jack of clubs collects the pool if it wins at least 60 points. Otherwise, opponents take the pool.

In this form there are two additional trumps: the queen of clubs, which is always the highest trump, and the queen of spades, which is always the second highest trump. The jacks rank behind them.

2
Partnership
—Four-
handed

In another form there are also two additional queen trumps. But trump is not bid for. The player holding the queen of clubs names the trump and his side must make at least 61 points in play or pay twice the pool.

Each plays for himself against the others. Diamonds are always trumps. There is no bidding, and only tricks are scored. Each player pays out a chip for each trick he takes under 2 and collects a chip per player for each trick he wins over 2.

3
Individual
Game for
Four
Players

A 30-card deck is used. Players cut for partners, three highest playing against three lowest, partners sitting alternately. There are 14 trumps as in regular sheepshead.

4
For Six
Players in
Partnerships

This is played with the pinochle deck, and each player is dealt 12 cards. Diamonds are trump, and there are 24 trumps altogether as ranked in the regular game. There are no eights or sevens. If two cards of the same suit and denomination are played to a trick, the first one played is considered of higher rank. Game is 121 points.

5
Pinochle-
deck
Sheepshead

This may be played by six players in the manner described above.

This is played with the 64-card bezique deck by eight players, four playing as partners against four. Each gets a hand of 8 cards in the deal. Diamonds are always trumps and trumps rank as in the regular game.

6
Bezique-
deck
Sheepshead

SKAT



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AMERICAN SKAT

(Pronounced skot; also spelled scat,

This modern form of German skat is now played by at least 95 per cent of the thousands of skat enthusiasts in the United States.

It is one of the few card games which has a formal association of players—The North American Skat League. Skat congresses, run yearly, are mammoth tournaments in which hundreds of the best players in the Midwest, where the game flourishes, compete against one another for championships and prizes.

Skat is essentially a game for three players, but four or five may participate as described below. Its devotees consider it to be on a par with contract bridge and pinochle in the degree of skill required.

The word “skat” is thought by some to be a derivation of *scartare*, Spanish for discard. Others believe it to be derived from *Schatz*, German for treasure, a reference to the possible valuable cards which may be in the blind or “skat.”

1 The Players

Three play actively, but four or five may participate. The dealer takes no cards if four are in the game and neither dealer nor the player at his left are dealt hands if five are in the game. The inactive players, however, pay or collect according to the results along with the active players. The best game is for four.

AMERICAN SKAT

A 32-card deck is used, made up by stripping out all cards below the seven.

2
The Cards

In plain (nontrump) suits, the cards rank as follows: ace (high), ten, king, queen, nine, eight, seven (low). The 4 jacks are not regarded as plain-suit cards but are permanent trumps always ranking as follows in a trump suit: ♣J, ♠J, ♥J, ♦J, A, 10, K, Q, 9, 8, 7.

For purposes of scoring, the cards count as follows: ace, 11 points; ten, 10; king, 4; queen, 3; jack, 2. No count for nines, eights and sevens. There are 120 points altogether in counting cards.

Counting
Cards

The suits also have rank for scoring purposes but not in play, ranking as follows: clubs (high), spades, hearts, diamonds (low).

A scorekeeper is selected first. The player at scorekeeper's left becomes the first dealer.

3
The Deal

After the deck has been shuffled by dealer and cut by the player at his right, he deals each player, beginning at his left and going to the right, a hand of 10 cards and 2 to a blind known as the "skat." Three cards are dealt to each on the first round, then 2 to the skat, then a round of 4 and finally 3.

The turn to deal in subsequent hands passes to the left.

To be the successful bidder and declare the type of game to be played, and to win a majority of the 120 points in counting cards in play; *i.e.*, at least 61 points to fulfill the bid, or, as opponents, to prevent bidder from fulfilling his bid by winning a majority of the counting cards in play.

4
Objects of
the Game

The active player at dealer's left is known as the "leader" or "forehand," because he always has the first lead, regardless of who is the successful bidder. The player who sits opposite the dealer is the middlehand, since he is the second one to play to the first trick. The player at dealer's right is the rearhand, since he is the last one to play to the first trick. If there are only three players, so that dealer takes cards, dealer is also the rearhand.

5
Designation
of Players

AMERICAN SKAT

6 Types of Declara- tions

There are five classifications of declarations: solo, tournee, grand, null and ramsch. One of these declarations is made by the successful bidder (see Sec. 7 below).

a. Solo: This is played without using the skat, the declarer naming whatever trump he desires.

b. Tournee: This word means to "turn up." A tournee hand is weaker than a solo. Trump is named by turning up either skat card and naming that suit trump. If the player does not care to have that suit as trump, he must accept the suit of the second card of the skat as trump. He is not allowed to change his mind.

c. Grand: These are hands in which only the 4 jacks are trumps. Grands are subdivided into four types:

(1) *Grand Solos:* The bidder does not use the cards of the skat.

(2) *Guckser:* In this hand, the bidder does use the skat.

(3) *Grand Tournee:* This is really a variation of the tournee bid (see *b* above). The bidder may announce the jacks as trumps if he turns up a jack in the skat.

(4) *Grand Ouvert:* The bidder will play with his entire hand face up on the table and must win every trick. He does not use the skat. He exposes his hand before the first lead.

d. Null (Nullo): This is a declaration in which the bidder contracts not to win a single trick. There are no trumps whatsoever in null, and the rank of the cards is as in bridge, ace (high), king, queen, jack, ten, nine, eight, seven (low).

e. Null Ouvert (Open Nullo): This is a null with the bidder's cards face up on the table. He does not use the skat. He exposes his hand before the first lead.

f. Ramsch: This is a sort of safety play which must be declared by leader when all three players pass. Each person plays individually, attempting to take in the *least* number of points in counting cards. Jacks are the only trumps. The player winning the last trick must add the points in the

AMERICAN SKAT

skat to his total. For scoring and detailed rules on ramsch, see Rule 4 of Official Laws.

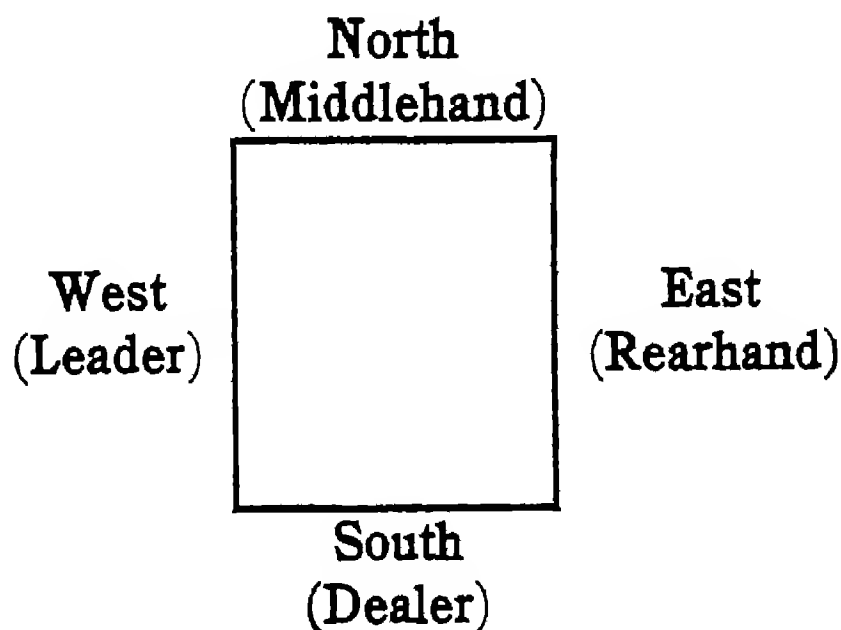
Players make bids representing the minimum number of points that they expect to score on their type of declaration. These are *not* points they will win in counting cards. They are points given for succeeding in winning a majority of counting-card points at the declaration made by the successful bidder (see the Scoring Tables, Sec. 11 below).

The leader is entitled to make the type of declaration the hand is to be played at unless either of his opponents is prepared to make a declaration which has a higher scoring value.

All bids are made in numbers, usually starting with 10 and rising by 2. First bidding is between middlehand and leader. Middlehand always opens the bidding, and when four play, the middlehand is always the player sitting opposite the dealer. After one of these is eliminated from the bidding by passing, the rearhand then bids against the survivor for the right to name the declaration at which the hand is to be played. When rearhand enters the bidding against survivor, rearhand is always the first to make the bid.

To illustrate the manner in which bids are made:

a.

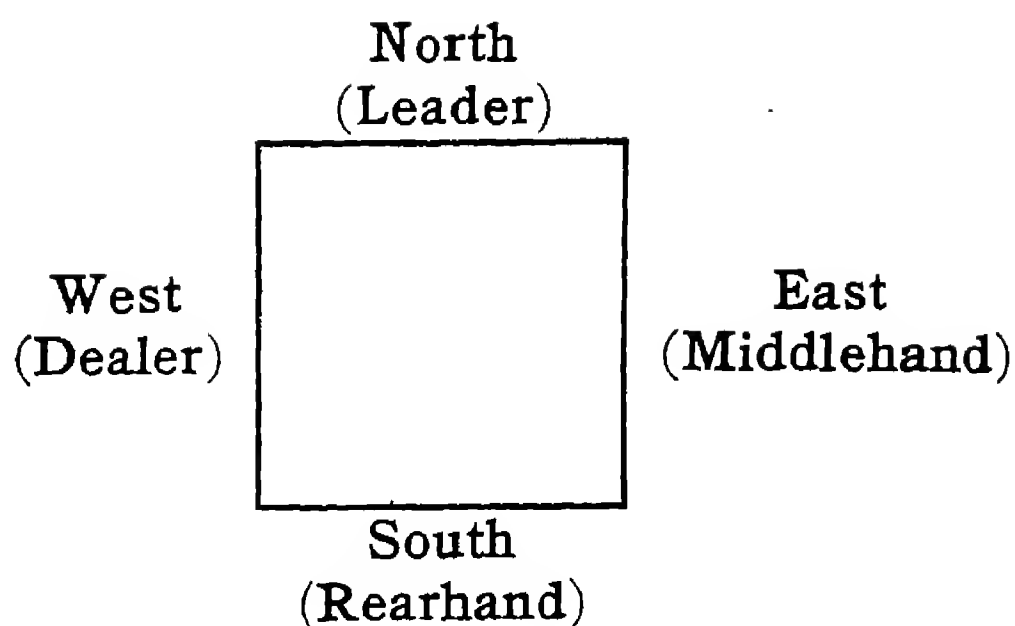


North first directs his bids to West. Eventually one will not be able to meet the other's bid and will pass. East will then enter the bidding against the survivor. Or, North may pass at the outset leaving East to bid against West.

7
Method of
Bidding

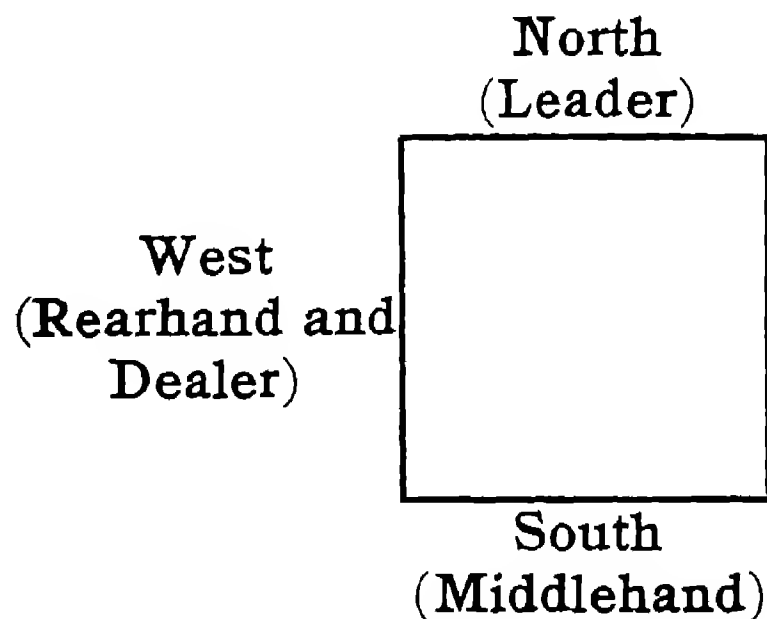
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b.



The turn to deal has passed to West, so he takes no cards and the others play. East directs his bids to North. South will then enter the bidding against the survivor. Or, East may pass at the outset leaving South to bid against North.

c. With only three players at a table the bidding order is the same, but the first bidder is not always seated opposite the dealer. Below is an example of one such situation.



South directs his bids to North. West will then enter the bidding against the survivor.

Example of Bidding (refer to diagram in c): Let us suppose that North has a hand that will score 10 points at a certain declaration. South's hand has a scoring value of 20 points. West's hand has a scoring value of 16 points.

South, the middlehand, opens the bidding by asking North, "10?" (meaning, "Have you a scoring value of at least 10 points?").

North: "I hold." (meaning, "I have a value of at least 10").

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South: "12?"

North: "Pass" (too high for his hand).

West now enters the bidding against South, the survivor.

West (required to better South's last bid of 12): "14?"

South: "I hold."

West: "16?"

South: "I hold."

West: "Pass."

South is the winning bidder and will make a declaration which has a scoring value of at least 16 points, the amount last bid. He may, of course, make a declaration of any higher scoring value if he chooses.

Rule: The successful bidder *must* make some declaration which has a scoring value *at least equal* to the amount of his numerical bid.

If a player has overbid his hand, the next higher value of that game is charged against the player, except in double turn and guckser where the charge is doubled.

Overbid-
ding

However, in solos, if a trump shows up in the skat after play is over, which makes the game worth less than the player's original declaration, thus causing an overbid, he loses only the value of his original declaration (see also Sec. 10, Trump in the Skat).

The winning bidder, depending upon the declaration he makes, uses or does not use the skat. If he turns up a card in the skat, he must play a tournee or grand tournee. If he does not want the first suit as trump, he announces, "Second turn," which means the suit of the other skat card will be trump. He does not, in this case, have to show the first card to the others. In either case, he may take the skat cards into his hand and discard any two he pleases to bring his hand back to ten. Any counting cards that he discards score for him, however.

8
The Skat

In case the declaration is a guckser, the bidder takes the skat cards and discards any two cards in their place. Any counting cards in the discard will score for him.

The bidder may change his declaration to a grand

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tournee after turning up a skat card but not to a grand ouvert.

In any declaration where the bidder may not use the skat, the cards in it are not looked at until the end of play. But any counting cards in the skat score for the bidder.

9 The Play

After the bidder has made his declaration, the leader plays a card. If the bidder uses any cards of the skat, the leader must wait until the skat has been attended to.

A player must follow suit to a lead if able to. If he is unable to follow suit, he may or may not trump, as he pleases. In a grand bid, a player must follow suit with a jack to a lead of a jack.

A trick is won by the highest card of the led suit unless a trump is played, in which case the trump wins. If more than 1 trump is played to a trick, highest trump wins.

Winner of a trick leads to the next.

In playing a tournee, the bidder may, before playing to the second trick, throw in his hand and concede defeat. Solos may not be abandoned in this manner.

10 Matadors

This word is of Spanish origin, meaning "killers." The term "matadors" in skat refers to the trumps in an unbroken sequence from the jack of clubs down.

First Example: ♣J-♠J-♥J-♦J-♣10-♣9-♣8. Clubs are trumps. These 7 trumps are held by declarer. In determining the number of matadors, begin with the jack of clubs and count downward until the sequence is broken. As the ace of clubs is missing, the unbroken sequence ends with the jack of diamonds. This hand thus is said to be "with 4 matadors."

Second Example: ♣J-♠J-♦J-♠10-♠9. Spades are trumps. These 5 trumps are held by declarer. Counting down from the jack of clubs, only 2 trumps are in unbroken sequence (the missing jack of hearts breaks the sequence). This hand is thus with 2 matadors.

Third Example: ♣J-♦J-♦10-♦Q-♦8. Diamonds are trumps. These 5 trumps are held by declarer. There is no unbroken sequence of trumps, so this hand is with 1 matador—the jack of clubs.

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Fourth Example: ♦J-♥10-♥K-♥Q-♥9-♥7. Hearts are trumps. The declarer does not have the jack of clubs. Therefore he is *without* (or *against*) 3 matadors. This is determined by counting the number of trumps higher than his highest trump that declarer does not hold.

Fifth Example: ♠10-♠K-♠Q-♠9-♠8-♠7. Spades are trumps. This hand is against 5 matadors, since 5 higher trumps, jack of clubs, jack of spades, jack of hearts, jack of diamonds, ace of spades are missing.

The greater the sequence with or against the matadors, the greater the scoring value of the hand, as will be seen later in the scoring table. However, the scoring value of the hand is affected only by the *number* of matadors. It does not matter whether they are with or against.

Scoring Significance of Matadors

The sequence with or against may run to 11, since there are 11 trumps in any suit.

Matadors won in play do not affect the original holding.

The trump cards concealed in the skat are considered a part of the original holding of the declarer and may radically change the number of matadors, increasing or decreasing the scoring value of the hand.

Trump in the Skat

Example: ♦J-♥A-♥10-♥Q-♥9-♥7. Hearts are trumps. This hand is against 3 matadors. But if the skat contains the jack of spades, it would be against only 1 matador, the jack of clubs. The cards of the skat are considered a part of the declarer's hand, even though he is unaware of what they are. That is why the bidder must be careful to acquire the bid as cheaply as possible as a card or both cards in the skat can rearrange the matador situation.

The play of the hand over, declarer totals the points of his counting cards. If he has succeeded in taking at least 61 points in counting cards (see Sec. 2), he has earned the right to score for his type of declaration, according to the tables below.

**11
Scoring**

If he has failed to score at least 61 points, he has not fulfilled his contract.

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Only the declarer gets a score on the hand according to the type of declaration. It is added to his tally if he is successful and subtracted if he is unsuccessful. The score that makes or loses is based on the scoring tables below, and the method of computing the final score for the hand is given in Sec. 12 below.

<i>Bid</i>	<i>Base value</i>	<i>Matadors with or against</i>	<i>If successful at declaration</i>
Tournee in diamonds	5	1	10
	5	2	15
	5	3	20
	5	4	25
Tournee in hearts	6	1	12
	6	2	18
	6	3	24
	6	4	30
Tournee in spades	7	1	14
	7	2	21
	7	3	28
	7	4	35
Tournee in clubs	8	1	16
	8	2	24
	8	3	32
	8	4	40
Grand tournee	12	1	24
	12	2	36
	12	3	48
	12	4	60
Guckser	16	1	32
	16	2	48
	16	3	64
	16	4	80

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<i>Bid</i>	<i>Base value</i>	<i>Matadors with or against</i>	<i>If successful at declaration</i>
Solo in diamonds	9	1	18
	9	2	27
	9	3	36
	9	4	45
Solo in hearts	10	1	20
	10	2	30
	10	3	40
	10	4	50
Solo in spades	11	1	22
	11	2	33
	11	3	44
	11	4	55
Solo in clubs	12	1	24
	12	2	36
	12	3	48
	12	4	60
Grand solo	20	1	40
	20	2	60
	20	3	80
	20	4	100
Grand ouvert	24	1	144
	24	2	168
	24	3	192
	24	4	216

Note: Add one base-value figure for each matador above 4 in the table.

Example: In grand solo, if 4 matadors with or against score 100, then 5 matadors would score 120. This is arrived at by adding the base value of 20 to 100.

The above scales have been arbitrarily set, based on the following factors: the degree of difficulty involved in winning the various types of declarations, the difference in the

AMERICAN SKAT

ranking of the suits and the frequency with which certain hands come up.

Note that it does not matter whether a declaration is made with or against matadors, the scoring value is the same.

There are no matadors when considering the scoring of nulls and ramsch.

Null A simple null always scores 20 points, and open null (null overt) scores 40 points.

Ramsch A ramsch is scored as follows: The player who takes the least points in counting cards scores 10 points. If a player wins no tricks, he scores 20 points. If some player takes all tricks, he loses 30 points from his previous tally.

Double Losses If a second card is turned in a tournee, or if a guckser is played, the declarer loses double the normal score if he is unsuccessful but does not collect double if successful.

Schneider and Schwarz If declarer wins 91 or more points, opponents are said to be "schneider." Declarer scores a bonus for this. The bonus is extra points to the amount of the *base value* for the declaration.

Example: If the declaration is tournee in hearts, a schneider would score 6 additional points; for a tournee in clubs, 8 additional points.

If declarer wins every trick, opponents are said to be "schwarz." For this, he scores a bonus to the amount of *twice* the base value of the declaration.

Example: If the declaration is a grand solo with 4 matadors, declarer would score 140 altogether: 100 for fulfilling the declaration and 40 for the schwarz.

If declarer fails to take at least 31 points in counting cards, he is schneider. If he fails to take any tricks, he is schwarz. Penalties are assessed against him on the same basis described above for bonuses.

Declarer may announce schneider or schwarz in any solo

AMERICAN SKAT

declaration only, and extra bonus points are awarded if he is successful. Opponents may not make either announcement.

If declarer announces schneider and scores schwarz, he scores an extra schwarz bonus in addition to the bonus for his announced schneider.

If declarer does not succeed in winning an announced schneider or schwarz, he loses the entire amount of his declaration, even though he takes in at least 61 points in counting cards.

Use this formula for arriving at the points to be scored:

Number of multipliers \times base value = declarer's score

12
Formula for
Scoring

HOW TO FIGURE MULTIPLIERS

Game is <i>always</i>	1 multiplier
Each matador (with or against) adds	1
Schneider adds.....	1
Schneider announced (solos only) adds	1
Schwarz adds.....	1
Schwarz announced (solos only) adds.	1

First: Determine the number of multipliers that the hand is entitled to and what the base value of the declaration is.

Second: Multiply these two figures, and you will have the amount you may bid, *i.e.*, the amount you will win or lose if you get the bid.

First Example:

♠ A-10-K-9-8-7
 ♣ —————
 ♥ A-K-9
 ♦ A

If this hand is bid at a declaration of spade solo, it will score as follows:

Since it is against 4 matadors.....	4 multipliers
For game.....	1
Total.....	<hr/> 5 multipliers

The base value of a spade solo is 11. Consequently, the value of this declaration is 55 (5×11). This checks with

AMERICAN SKAT

the predetermined score in the tables in Sec. 11, page 626.

If opponents fail to "get out of schneider" on the above hand, another multiplier is added giving this score: 66 (6×11). If they failed to "get out of schwarz," the score would be 77 (7×11). And in either case, the announcing of schneider or schwarz beforehand would add 1 additional multiplier for the former and 2 for the latter.

Now suppose the hand above not only wins an unannounced schneider, but the jack of clubs turns up in the skat. The spade solo then is *with* 1 instead of *against* 4 matadors. This changes the computation of the scoring values as follows:

Matador (with).....	1 multiplier
Game.....	1
Schneider.....	1
Total.....	<u>3 multipliers</u>

The score for the declaration now is 33 ($\underline{3} \times 11$), instead of 66 as it would have been had the jack of clubs not turned up in the skat. The surprises of the skat thus illustrate the reason why bidder should try to secure the bid as low as possible. In the spade solo given as an example above, if the declarer had bid 55, the hand would have been lost because of overbidding since the jack of clubs in the skat radically alters the score.

Second Example: This is club solo with schneider predicted.

♣ J-♠ J-♥ J-♦ J-♣ 9-♣ 8-♣ 7
 ♠ A-10
 ♥ 10

As the bidder apparently has only 1 trick to lose, he may announce schneider, *i.e.*, predict that the opponents will take in less than 30 points in cards. If he fails in this prediction, he loses the hand.

If this hand is bid at a declaration of club solo with schneider announced, the bidding or scoring value of the hand will be computed as follows:

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Since it is with 4 matadors.....	4 multipliers
For game.....	1
For schneider.....	1
For schneider announced.....	1
Total.....	<u>7 multipliers</u>

The base value of a club solo is 12. Consequently, the value of this declaration is 84 (7×12).

Upon playing the hand, the opponents fail to win a single trick, as the heart and club aces are in the skat. The fact that the club ace, the fifth highest trump, was in the skat, makes the hand with 5 matadors instead of with 4. The failure of the opposition to win a trick gives the declarer an extra multiplier. This changes the computation of the scoring values as follows:

With five matadors.....	5 multipliers
For game.....	1
Schneider.....	1
Schneider announced.....	1
Schwarz.....	1
Total.....	<u>9 multipliers</u>

The language, or terminology, used by players in making computations is very brief and something like this:

“With 5, game 6, schneider 7, announced 8, schwarz 9. $9 \times 12 = 108$.”

As each new factor is mentioned, the new total of multipliers is stated.

Third Example: This is diamond tournee against 3, and declarer loses the hand after making a second turn which calls for a double loss. Computing the loss:

“Against 3, game 4, second turn 8. $8 \times 5 = 40$.”

Or

“Against 3, game 4. $4 \times 5 = 20$. Double turn makes 40.”

Upon losing, the total number of multipliers is always doubled when the declarer makes a second turn in deciding

AMERICAN SKAT

upon trump. Both methods of arriving at the amount of the double loss are used by players.

*Computing
Scores for
Guckers
and Grands*

The same scheme as described above is used in computing the score with these declarations. However, the guckser loss is always doubled as well as the second turn on a grand tournee declaration if lost. There is no doubled score for winning.

*Scores for
Null, Open
Null and
Ramsch*

The scores for these declarations are always constant and are not influenced by matadors or other factors.

*13
Length
of Game*

Each individual hand is considered as a game. The person scoring the most points in a stipulated length of time is the winner.

KEEPING SCORE AND COMPUTING PENALTIES

In all skirmishes outside of tournaments, the final winner of the session is determined on the basis of points only. As the points are made or lost on each hand, they should be added or subtracted from the individual's score. A cumulative score is kept.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
10	18	33	48
-22	138	60	70
-62	148		110
38	172		124
22	186		136

West won 10 points on his first start. After losing 32 on his next bid, his net score was minus 22. When he played again, he lost 40 more points. West came back strong on his fourth bid and won a hand valued at 100 points. He was defeated in his last attempt and was penalized 16 more points. His net score was 22.

When a player scores, he gains on three players because in the final computations for stakes, the difference between his score and each opponent's record is figured. A simple procedure of mathematics quickly determines each player's loss or gain.

First Step: Add the four net scores.

West.....	22
North.....	186
East.....	60
South.....	136
Total.....	<u>404</u>

Second Step: Divide by 4 to find the average.

$$\begin{array}{r} 4 \overline{)404} \\ 101 \text{ average} \end{array}$$

KEEPING SCORE AND COMPUTING PENALTIES

Third Step: Determine the amount each player is above or below the average.

<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Aver. 101	Net 186	Aver. 101	Net 136
Net <u>22</u>	Aver. <u>101</u>	Net <u>60</u>	Aver. <u>101</u>
Loss -79	Gain 85	Loss -41	Gain 35

Fourth Step: Adjust the results, that is, make them all end in zero or 5. West loses 80; North wins 85; East loses 40 instead of 41; and South wins 35.

Fifth Step: Prove the results. The total losses should equal the gains.

$$\begin{array}{rcl} (-80) + -(40) & \text{is} & -120 \\ 85 + 35 & \text{is} & 120 \end{array}$$

WHAT TO DO WHEN A FINAL SCORE IS MINUS

If at the end of a session's play, one player has a minus score, add that amount to the totals of each in order to eliminate the minus. In the illustration North's score is minus 164.

	<i>West</i>	<i>North</i>	<i>East</i>	<i>South</i>
Net scores	154	-164	350	222
Add amount of minus	<u>164</u>	<u>164</u>	<u>164</u>	<u>164</u>
New totals	318	0	514	386

Add the new totals and divide by 4 to find the average. Determine the amount each player is above or below the average.

SCORING WITH 3 PLAYERS

In computing the penalties, add the three net scores and divide by 3 to find the average. Follow through the five steps as shown above.

OUTLINE OF THE WERGIN SYSTEM OF AMERICAN SKAT

HOME PRACTICE

In order to become adept at recognizing playable solos, the student should deal out three hands and the skat by himself and practice counting the values of each holding. This is a short cut to learning skat.

TABLE FOR SOLO VALUES

	<i>Values</i>
Each trump counts.....	1
Side-suit combinations:	
A.....	1
A-K.....	1½
A-10.....	2
A-K-Q.....	2
A-10-K.....	3
10-x.....	½
10-K.....	1
10-K-Q.....	1½
K-Q-9.....	1
Void or blank suit:	
In a 6-trump solo.....	1
In a 5-trump solo.....	½

Total the values for the trumps and side-suit combinations and if the total is at least 7½, the hand should normally win as a solo.

First Example:

<i>Spade Solo</i>	<i>Rating</i>
♠ J-♥ J ♠-10-Q-9	5
♣ A-K	1½
♥ 9.....	0
♦ 10-K.....	1
Total.....	<u>7½</u>

OUTLINE OF THE WERGIN SYSTEM

This solo hand comes up to the minimum standard of 7½ values and has at least 5 trumps.

Second Example:

<i>Diamond Solo</i>	<i>Rating</i>
♣ J-♦ 10-9-8-7.....	5
♠ A-K.....	1½
♣ 8.....	0
♥ A-9.....	1
Total.....	<u>7½</u>

JUDGING PLAYABLE TOURNEES

When a participant first receives his cards, he applies the 7½ count to decide whether or not the hand should be played as a solo. If it does not meet solo requirements, check the possibility of bidding a lower scoring play, that of a tournee.

A 6 COUNT IN TWO SUITS REQUIRED

The hand must contain at least 4 trumps in each of two suits and 2 tricks in side suits. An additional trump is added upon a favorable turn.

Use the Standard Table for Solo Values in analyzing the strength of your holding. The advantage of a tournee is that another trump will be added along with a second card. Any 2 cards may be discarded, and points laid away by the player count toward his game.

Third Example: A tournee.

♣ J-♥ J
 ♣ A-9
 ♠ A-8
 ♥ 10-9
 ♦ 9-7

Rating the hand for a tournee:

a. With hearts as a possible trump suit

♣ J-♥ J-♥ 10-♥ 9.....	4 values
♣ A.....	1
♠ A.....	1
Total.....	<u>6 values</u>

OUTLINE OF THE WERGIN SYSTEM

b. With diamonds as a possible trump suit

♣ J-♥ J-♦ 9-♦ 7.....	4	values
♣ A.....	1	
♠ A.....	1	
♥ 10-9.....	$\frac{1}{2}$	
Total.....	$6\frac{1}{2}$	values

The hand contains the minimum strength of at least a 6 count in two suits, hearts and diamonds. The diamond suit as trump is $\frac{1}{2}$ trick stronger than the heart suit. The player may expect to find a heart or a diamond on turning the skat, and the numerical bid with 1 matador, the club jack, should not exceed 10.

RULE OF FIVE—REQUIRED CONTROLS FOR GUCKSERS AND GRAND SOLOS

There are nine important controls affecting the play of hands in which jacks are the only trumps: the 4 jacks, the 4 aces, and the *lead*. If you possess five of these nine controls, you may consider playing a guckser or a grand solo.

If your hand has at least five of the controls, then determine the number of tricks the hand will win. For a grand solo the declarer must see *at least 7 positive tricks*. Here is an example:

The *lead*
 ♥ J-♦ J
 ♣ 9
 ♠ A-10-K-9-8-7
 ♥ A

This is a grand solo and wins if the declarer plays a safe forcing game, *i.e.*, leading the suit cards rather than the jacks, thus forcing the opponents to ruff with the hostile higher ranking black jacks, trumping return leads and again leading forcing cards. If a jack is led by declarer at the initial trick, 2 adverse jacks in one hand may not only defeat the player but may even prevent his winning a single trick.

GUCKSERS

Here again the five controls are required, but the declarer must see only 6 positive tricks. The skat is added to the

OUTLINE OF THE WERGIN SYSTEM

hand and a discard made. For that reason 6 positive tricks are required instead of 7 as in a grand solo. No predictions of schneider or schwarz are permitted in guckers because of the advantage of using the skat.

GOLDEN RULES IN BIDDING GUCKERS

1. You must have five controls.
2. You must win at least 6 tricks, and 2 of them should be with aces.
3. Bid a solo instead of a weak gucker.
4. Two passes by the opponents do not indicate that there is an ace or a jack in the skat.

BASIC OFFENSIVE STRATEGY SUMMARIZED

1. Do not bid 10 unless you desire to play the hand.
2. Play a tournee if you have two suits as trump possibilities; the odds are in your favor to turn one of the desired suits.
3. A doubtful solo is often better than a risky tournee.
4. Play a strong solo instead of a doubtful gucker.
5. In a tournee, if the first card turned does not fit, the second card is always better.
6. Do not bid a null or null ouvert unless you have the seven spot of your 3- and 4-card suits.
7. Study your discards carefully in tournees and guckers; many hands are won or lost with the discard.
8. It is as foolish to lay away safe aces and tens as it is to lay away the jack of clubs.
9. Win your 61 points and game as soon as possible.
10. Be careful about finessing the first lead made by an opponent. Usually take home your ace unless you can make two trump leads before losing the lead.
11. Bunch the trump; each time you lead a trump the opponents may have to play two trumps.
12. Win the trick the third time that you lead trump in order to prevent a smear by opponent who is short in trump.
13. Do not "visit the villages," *i.e.*, lead your own aces unless they will give you game.

OUTLINE OF THE WERGIN SYSTEM

14. If you find all the trumps in one hand against you or tenaced over yours, stop leading trumps and play forcing cards.

15. Keep an accurate count of your points as you take them in. If the opponents are winning their tricks first, count their points instead.

DEFENSIVE STRATEGY SUMMARIZED

1. Return your partner's opening lead because he led for a purpose.

2. Force the bidder to trump, thus weakening his trump control.

3. Keep the bidder in the middle whenever possible.

4. On your partner's first lead of a side suit, play your ace.

5. On the opening lead you may play a singleton if the declarer is on your right.

6. Count your points and the number of trumps played on every hand.

7. With the bidder in the middle, lead your longest and strongest side suit.

8. Lead aces in solos because the declarer does not have a layaway.

9. When the ace and ten drop in a solo, immediately lead a different suit.

10. Smear an ace of an unplayed suit when it will give you game.

11. In guckers and grands force the declarer to spend a jack in order to acquire the lead.

12. Lead a singleton against a null bid.

13. If the declarer avoids leading trump, lead the trump for him.

14. Lead a ten of an unplayed suit when you have 39 points in; partner's ace will defeat the hand.

15. Save for possible tricks the side suit that your partner throws off on his first discard.

16. Note the discards made by your partner and the declarer during the play as that aids you in locating the position of the unplayed cards.

OFFICIAL LAWS OF AMERICAN SKAT

Edition of January 1, 1945

RULE 1: CLASSES AND VALUES OF GAMES

1. *Solos*: The player declares any suit or jacks to be trump without the aid of the skat.

MULTIPLIERS

Each matador.....	1
Game.....	1
Schneider.....	1
Schneider announced.....	1
Schwarz.....	1
Schwarz announced.....	1

SOLO BASE VALUES

	<i>Points</i>
Diamonds.....	9
Hearts.....	10
Spades.....	11
Clubs.....	12
Grand.....	20
Grand ouvert.....	24

2. *Tournees and Guckser*:

MULTIPLIERS

Each matador.....	1
Game.....	1
Schneider.....	1
Schwarz.....	1

3. *Tournee*: The player turns 1 card of the skat, thereby declaring the suit of this card to be trump, except when he has turned one of the jacks, in which case he may either declare the suit of his jack to be trump or play a grand tournee. He must, however, decide before seeing the second card of the skat.

OFFICIAL LAWS OF AMERICAN SKAT

TOURNEE BASE VALUES

	<i>Points</i>
Diamonds.....	5
Hearts.....	6
Spades.....	7
Clubs.....	8
Grand.....	12

4. *Second Turn in a Tournee:* The player has the right to look at one of the skat cards; should this not suit him, he must show the second card, which shall be trump. Should the second card be a jack, the player may name the suit of this card or grand as trump. This play counts the same as tournee if won. But if the second card has been turned, the play, if lost, counts double. The player need not show the first card if he decides to turn the second card, but he must show the second card before he places it with the other cards in his hand; otherwise, he shall be charged with a lost play valued at 100 points.

5. *Guckser:* The player takes up both cards of the skat, thereby declaring jacks only to be trump. Should he win, the value is 16; losing is 32. Every matador (with or against) counts 16 more; losing, 32.

Any player attempting a guckser must announce his play before picking up the skat cards.

Approved Ruling: When, in playing a guckser hand, the player has bid 33 and holds the heart matador, if he later finds 1 black matador in the skat, continues to play the hand and does not get schneider, he loses 96 points. This same ruling also applies to a tournee hand.

RULE 2: NULL—20 POINTS

The player announcing a null wins his game by not making a trick.

RULE 3: NULL OUVERT—40 POINTS

1. The player announcing null ouvert must expose his cards and play them openly. He wins his game by not making a trick.

OFFICIAL LAWS OF AMERICAN SKAT

2. Null ouvert and grand ouvert must be declared and the cards of the player must be exposed before a card is played.

Approved Ruling: No player may announce a null after bidding more than 20 or a null ouvert after bidding more than 40.

RULE 4: RAMSCH

1. When all pass, the lead or forehand has the option to announce and play ramsch.

2. A ramsch shall be considered a game won by the player receiving the least points.

3. Ramsch must be played when all participants have passed or failed to bid.

4. The player receiving the least points will count 10 points as a game won; should he not take a trick, he counts 20 points as game won.

5. In case of a tie of all three players, the leader who announced the game is the winner of 10 points.

6. If two players should be tied for low points, the player who does not take the last trick of the two is the winner of the game and can count 10 points.

7. In case one player receives all the tricks, it should be considered a game lost, and said player loses 30 points.

8. The skat, or tow cards, commonly called the "blind," shall be counted for the player taking the last trick.

9. Any player misleading or neglecting to follow suit in ramsch shall be eliminated from scoring, and the game shall continue as though no error had been made; such player making the error to be charged with the points made with a circle around them in the lost column.

RULE 5: DEALING

1. The cards, after they have been properly shuffled by the dealer, must be cut once by the player to his right, who takes off 3 or more, in order to leave at least 3 cards in each packet. They must be dealt in the following order: 3, skat, 4, 3. The full deck of 32 cards must be taken up and dealt.

2. If all cards are dealt and bidding has commenced, the

OFFICIAL LAWS OF AMERICAN SKAT

game must be played, even if the dealing was done out of turn; in such case the next deal must be made by the one who should have dealt before. The deal then proceeds as if no misdeal had been made, omitting, however, the one who had dealt out of his turn. Thus each player deals but once during one round.

3. In case a card is served face up, a new deal must be made.

4. A dealer who misdeals or turns a card face up must deal again. If in the course of a game it develops that cards have been misdealt, *i.e.*, that one or more players have either too many or not enough cards, then the player loses the game if he did not have the right number of cards, even if the same thing occurred with one of the opponents. But if the player had the right number of cards and one or both of the opponents had too many or not enough, then the player wins, even if he would otherwise have lost the game. Each player should make sure before beginning the game that he has 10 cards, neither more nor less. The dealer is no longer fined 10 points for misdealing.

5. The dealer has the right, and it is his duty, to call attention to any error in the play.

RULE 6: BIDDING

1. Bids must be made only in numbers, the value of which occur in some possible game.

2. The player who bids and is awarded the play must play some hand that will score an equal amount of his bid or more.

RULE 7: OVERBIDDING

1. If a player has overbid his hand, the next higher value of the respective game is counted and charged against the player, except in second turn and guckser, where the charge is doubled.

The meaning of Rule 7, referring to the next higher value in an overbid hand, is as follows: If a player bids over the multiple, as for instance he bids 40, having the jack of

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diamonds in a heart solo, and makes 61 points or more, he loses only 40 points if a black jack is in the blind.

2. If the player has overbid his game and one of the opponents makes an error, he wins the value of the game, *i.e.*, the amount he might have lost, had no error occurred; and the same value shall be charged against the opponent making such error. Both scores within a circle.

RULE 8: THE SKAT

1. If, before a game is announced, it is discovered that one or both of the skat cards are in the hand or among the cards of any participant, the dealer shall draw out of the hand of the person having the skat cards, or any of them, sufficient cards to leave said player 10 cards, after which the bidding shall proceed as if no mistake had been made; but the player causing this proceeding shall be fined 25 points and is forbidden to participate in the bidding and denied the opportunity to play any game during this particular deal.

2. If any player by mistake has looked at either of the skat cards, he shall be barred from playing and fined 10 points. If he exposed one or both skat cards to another player, dealer shall mix the two skat cards, and he who plays a *tournee* must turn the top card (second turn is barred), or he can play any other play.

3. A dealer looking at the skat during play is charged with 100 points (encircled). The reason for the penalty is entered in the Remarks column.

4. If a player, when turning, accidentally sees both cards without having announced second turn, he shall be compelled to turn the top card and he loses the right to play second turn or *grand*.

5. The skat must not be looked at by any participant before the end of the game, except by the player when playing a game with the aid of the skat. The two skat cards, except when the player plays a hand with the aid of the skat cards, shall remain with the dealer until the end of the game and shall then be turned face up on the table.

6. If the player who plays a solo looks at the skat, the

OFFICIAL LAWS OF AMERICAN SKAT

loses his game, but opponents may insist on his continuing for the purpose of increasing his loss.

7. If either opponent examines the skat, the player wins. He has the same privilege as in Sec. 6, and the one who looks at the skat loses the number of points that the player wins.

8. Whoever discards more or less than 2 cards loses his game.

RULE 9: TRICKS

1. All participants must keep their respective tricks in the order in which the cards were played so that each trick can be traced at the end of the game.

2. The player has the privilege of throwing his game after the first trick and claiming schneider. He loses this privilege after 2 cards of the second trick are on the table.

3. Participants have the privilege of examining the last trick made. This must, however, be done before the next card is played.

4. Examining tricks taken, except the last, or recounting is not permitted. Should this be done, the opposing side may claim the game.

5. If a player throws down his cards and declares his game won, he cannot claim another trick.

RULE 10: SCHNEIDER AND SCHWARZ

1. In order to win game the player must have at least 61; to make schneider, he must have at least 91; and to make schwarz, he must take every trick.

2. The player to be out of schneider must have at least 31 points, the opponents 30.

3. Schneider or schwarz cannot be announced in any game in which the aid of the skat was required.

4. A player announcing a solo has the privilege before a card is played of increasing the solo or announcing grand, schneider or schwarz.

RULE 11: REVOKES AND MISPLAYS

1. If the player misleads or neglects to follow suit, he loses the game, even though he already has 61 or more

OFFICIAL LAWS OF AMERICAN SKAT

points. Any one of the opponents, however, has the privilege of having such an error corrected and proceeding with the game to its end for the purpose of increasing the player's loss. If, then, one of the opponents makes one of these errors, the player wins his game, and the full value scored by the player is charged, within a circle, against the opponent making the error.

2. If either of the opponents leads wrongly, plays out of turn or neglects to follow suit, the error must immediately be corrected if possible. The play then must proceed to the end. If the player then makes one of the errors above mentioned, he loses the game, and the first error is fully condoned. If the game proceeds at the insistence of either of the opponents, and again one of the opponents makes one of the errors referred to above, all previous errors are condoned. The player must get 61 or more points to enable him to get a bona fide game.

The meaning of this section is that no player can win a bona fide hand on a misplay by an opponent. In such a case, the hand must be played to the end to determine if the player could win his hand, or if he had a possible chance if the misplay by an opponent had not occurred. The skatmeister must be called to decide if the player had a possible chance to win, and if so, he may so rule. He must O.K. the play if won. If the skatmeister rules that the player could not win, he then, nevertheless, receives credit for points, within a circle. The player making the error also loses the full value of the hand, within a circle.

3. If, during the progress of a game, the player places his cards upon the table or exposes them, this shall be construed as his claiming the remaining tricks, and if he fails to make them all, he loses the full value of the game unless he already has 61.

4. If, during the progress of the game, any one of the opponents places his cards upon the table or exposes them, this shall be construed as his declaring thereby to have defeated the player's game; all the remaining cards belong to the player, and should this make 61 or more points for

OFFICIAL LAWS OF AMERICAN SKAT

the player, he wins and the opponent who erred shall be charged with the full value of the game within a circle.

5. *Three-handed Tables*: In a three-handed table the first card only, if played out of turn by the person who believes himself the one to lead, shall not be considered a misplay; nor shall any participant who may play out of turn on the last trick be in any manner penalized.

ORIGINAL SKAT

(Also known as German Skat)

In the original game there are these additional bids: “*frage*” (frog) in which both cards of the skat are taken into the bidder’s hand, two others being discarded instead. Diamonds count 1; hearts, 2; spades, 3; clubs, 4. Grand solo counts 18; nullo tournee, 10; gucki nullo, in which the skat cards are picked up and discards made, 15. A gucki nullo played open counts 30. Both lose double if not successful.

Uno and duo are grands, in which the declarer contracts to take only 1 trick and score as grands. Revolution is a nullo bid in which both opponents of declarer are allowed to combine cards; this scores 60.

Otherwise, the procedure is the same as in American skat.

STANDARD SKAT

In this variant suits are given only one value, and there is no tournee play. The values are: diamonds, 9; hearts, 10; spades, 11; clubs, 12. The lowest bid is 18. The successful bidder takes the skat and discards 2 cards in its stead.

A grand bid is worth 20, and there is only one such declaration played with the jacks as the only trumps.

If a bidder wishes to play without the skat, he announces, “Hand play.” This adds one more multiplier and the skat counts for him at the end. In hand play, the bidder may also announce schneider or schwarz beforehand and receive an extra unit value for each.

Plain nullo counts 23; open nullo, 46; open nullo with hand play, 59.

The procedure, otherwise, is as in American skat.

SOLITAIRES

(Also known as patience games)



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SOLITAIRES

(Also known as patience games)

Every person who knows one card from another has a favorite solitaire, or perhaps several favorite solitaires, to which he turns from time to time for relaxation.

In this section is a representative and interesting collection of the innumerable varieties of games played, listed by titles that are generally most familiar. Many of the games are known by several names, but a player looking for some particular game should be able to identify it easily by its characteristic layout. Poker, pinochle and cribbage solitaires will be found in the sections devoted to those games.

GENERAL NOTES ON SOLITAIRES

Though solitaires are naturally intended primarily for play by an individual, many can be adapted for play by two, or even more, persons. An outstanding example, of course, is Russian bank (page 696), which is really a sort of double solitaire.

Certain technical terms have become conventional in describing the play in all solitaires and will be explained in this general description of the features common to all the games in the section.

1
The Cards A regular 52-card deck is used in most solitaires. But two decks shuffled together are also used in some games.

Sequence The cards run in sequence for play in the following order: ace (low), two, three, four, five, six, seven, eight, nine, ten, jack, queen, king (high). Sequences may run in ascending order, *e.g.*, three, four, five, six, etc.; or they may run in descending order, *e.g.*, queen, jack, ten, nine, eight, etc.

Suits have no comparative rank. Hearts and diamonds form one "color," spades and clubs another.

2
e Layout
Tableau Cards are usually arranged in some plan or pattern according to the rules of the game. Most often this pattern is laid out before the start of play, but sometimes it is

SOLITAIRES

developed during play. The pattern is referred to as a “tableau.”

Face-up cards, not part of the tableau, upon which cards may be played in ascending or descending sequences are referred to as “foundation cards” or simply “foundations.” The sequences built on them are “foundation piles.” *Foundation*

The main object in most solitaires is to play cards on the foundation piles.

The unoccupied place where a card may legally be played in the tableau is usually referred to as a “space.” *Space*

A vertical row of built-up cards in the tableau, overlapping each other but leaving the denomination and suit of the partially covered card visible, is called the “file.” *File*

The remainder of the deck, or some part of it, is referred to as a “stock.” The stock, also called in some situations the “hand,” is used in the play according to the rules for the game. *3
The Play
Stock*

Cards that at the time they are turned up in dealing are not available for play become part of a discard pile or “talon.” It is also referred to by some as a “trash pile,” especially when they are not to be dealt again. Sometimes these cards are dealt again for further play, sometimes they are not. *Talon*

Cards that may be played onto the tableau, a foundation pile or a space are “available,” “exposed” or “playable.” *Available
Cards*

Cards that have become playable, owing to the fact that they have become exposed by having other cards removed, are known as “released cards.” *Released
Cards*

Playing cards in a legal sequence is referred to as “building.” Playing in ascending sequence is “building up.” *Building*

CANFIELD

Playing in descending sequence is "building down." Playing cards of the same suit is "building in suit." Playing cards in alternate colors is "building in alternate colors."

CANFIELD

This is often referred to as "Klondike," a name that in this section will be given to another solitaire very often called "Canfield." The confusion of names does not matter, as most players recognize games by their layouts.

Richard A. Canfield, famous New York gambler, is supposed to have originated this game. Many play this as a banking game on the terms said to have been established by Canfield himself. Player pays banker 52 chips and gets a return of 5 chips for each card he manages to play on the foundation piles. This pay-off is far out of line as the odds against a player are far greater than 5 to 1.

1 The Layout

A single deck is used. Thirteen cards are counted off into a pile face down. This pile is placed to the left and then turned up so that only the top card is exposed. This is the stock. The next card of the deck (fourteenth) is turned as a foundation card. *Every card* of the same denomination, which becomes available for play, also goes to begin a new foundation pile so that there will eventually be four foundation piles altogether.

The next 4 cards of the deck are then dealt in a row face up as the cards of the tableau. The remainder of the deck is the hand for play and remains face down.

CANFIELD

To get all 52 cards (or as many as possible) into the foundation piles according to the rules of play.

2
Object of
the Game

a. Cards are counted off in packets of 3 from the top of the hand to form the talon, and the third card is exposed. This card is available for play, and if used, the next card under it is available, etc. The player continues to turn the cards from his hand onto the talon until there are no more cards in his hand. If the hand does not count out evenly in threes, the last of 2 cards is faced, or a remaining single card.

3
The Play
Turning the
Hand and
Forming
the Talon

b. When there are no more cards in the hand, the talon is turned face down to form a new hand and the cards dealt off in packets of 3 again as described, but without a shuffle or rearrangement.

c. The cards from the hand are turned in this manner until the game is successfully concluded or cannot be continued.

d. But some play that the hand can be run through only three times, after which play stops.

Some turn the cards 1 at a time instead of in packets of 3 and go through the hand only once.

e. A card may be played from the talon or the stock to the tableau, if it builds *down* in descending sequence and is of opposite color. Cards are built down in endless sequence so that an ace may be played on a king. The stock may *not* be built on.

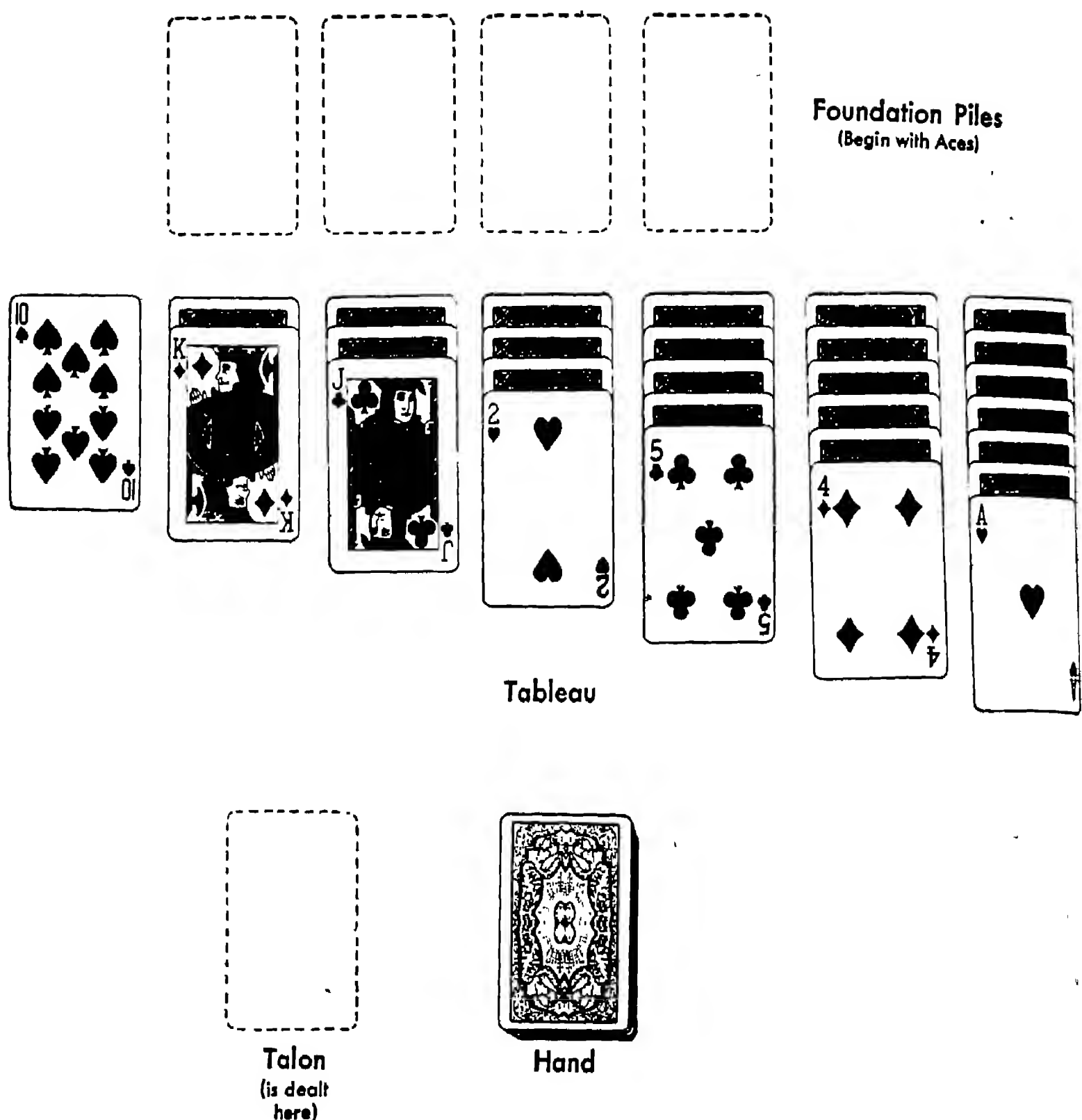
Available
Cards

f. A card may be moved from one part of the tableau to another if it builds down as in *e* above. If any cards have been built on the available card, they must also be moved along retaining their order. Many follow the rule that only *entire* sequences may be moved from one part of the tableau to the other; *parts* of sequences may not be moved.

g. A space in the tableau may be filled *only* with an available card from the stock so long as there are cards in the stock. After that it may be filled with an available card from the talon.

h. Available cards from the tableau, stock or talon may

KLONDIKE



EXAMPLE OF THE LAYOUT FOR KLONDIKE

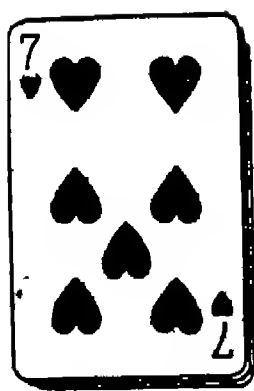
The ♥A may be placed in one of the foundation piles, and the card that it leaves uncovered in the tableau file is then faced and is available for play. The ♥2 may be built up on the ♥A in the foundation pile, and the card it leaves uncovered in its tableau file is then faced and is available for play.

The ♦4 may be moved to cover partly the ♣5, and the card that the transfer leaves uncovered is faced and is available for play.

When the player has made all the moves in the tableau that he wishes to, he begins to turn up cards from the hand to form a talon.

RUSSIAN BANK

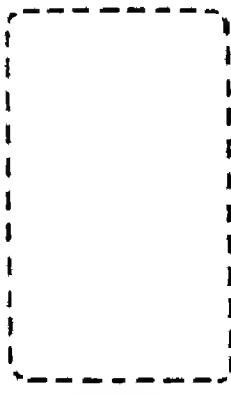
PLAYER A



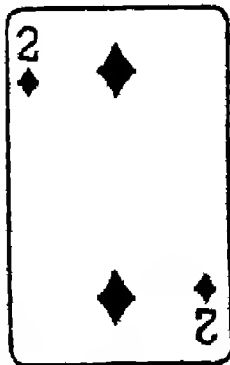
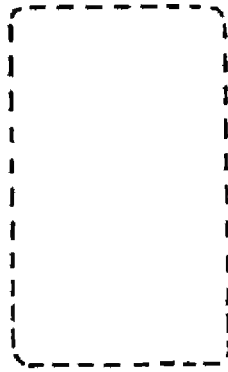
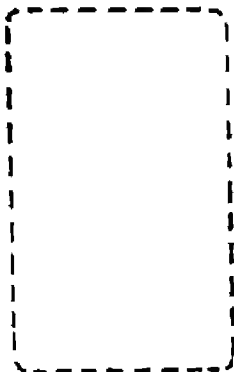
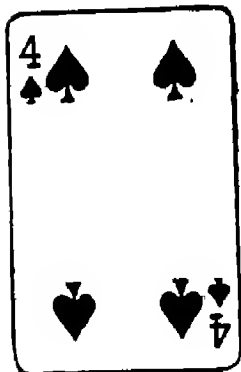
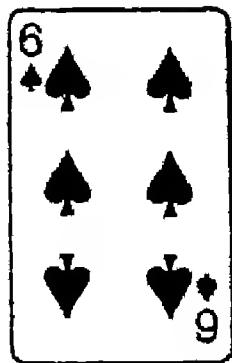
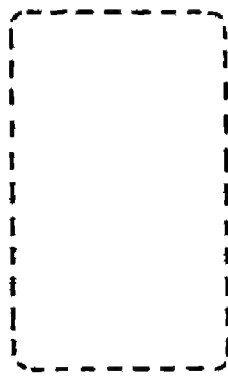
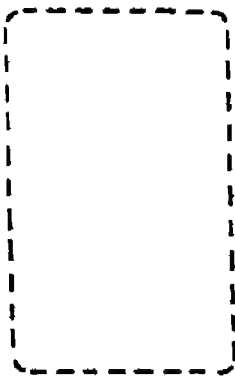
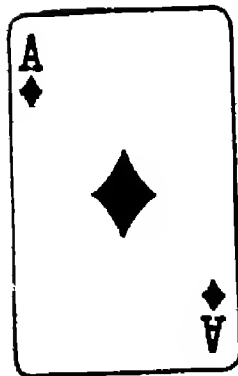
Stock



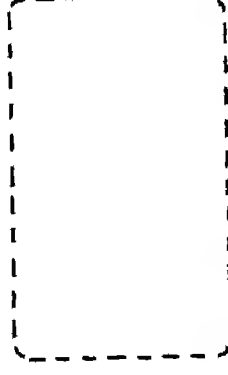
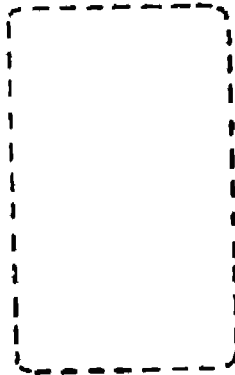
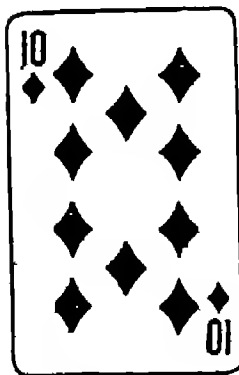
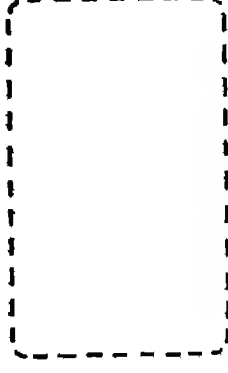
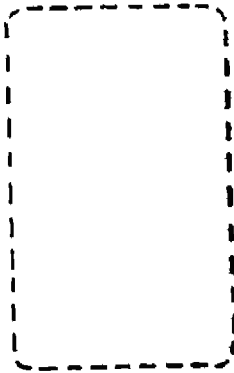
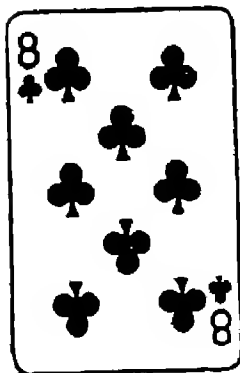
Hand



Talon



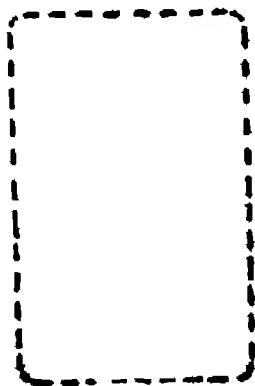
Foundation Aces



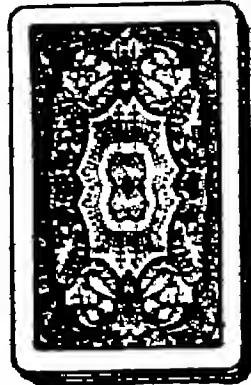
Tableau

Tableau

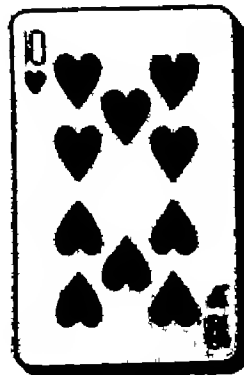
PLAYER B



Talon



Hand



Stock

RUSSIAN BANK

rank of cards in sequences, see General Notes on Solitaires, Sec. 1, page 650.

Each shuffles his deck and has opponent cut it before play begins.

2 **The Layout**

Each then lays out 4 cards face up, at his right and in a line toward his opponent. These 8 cards (4 by each player) constitute the tableau.

Each then counts off the next 13 cards from the deck (some make it 12) and places these cards face down at his right. He may place them at his left if he chooses. This is the player's stock.

The top card of the stock is turned face up. It does not matter whether the cards for the tableaux or the stock are dealt first, but both players should follow the same procedure.

The remaining cards of the deck are placed face down in front of the player. This is his hand from which cards will later be dealt as described in Sec. 4.

A space is left between the tableaux where the 8 aces, which make the foundation, will go (see illustration, page 697).

Any aces that turn up in forming the layout are immediately placed into the foundation spaces.

3 **Objects of the Game**

To build as many of one's 52 cards on the foundations, tableaux or opponent's stock or talon as possible according to the rules of play.

4 **The Play First Player**

a. Players may cut the cards before the layout is made to decide which player makes the first play—low cut having the privilege. An alternate method (more popular) is to have the player whose first tableau card is of lower rank than opponent's make the first play. If these are equal, then the next tableau card decides it, etc.

Building on Founda- tions

b. The first plays must be to build any cards from the tableaux or stock that are available on the foundations, also known as "center piles."

RUSSIAN BANK

Aces begin a foundation pile and may be built up on in *ascending sequence* in the *same suit*.

Cards *must* be played to foundations when they become available. This play takes precedence over all others. Many players follow the rule that a card from the tableau must be played to the foundation, even if it necessitates moving an available card on top of it to some other place where it is playable.

A card once built on a foundation may *not* be removed from there under any circumstances.

c. After having made all possible plays to the foundation, a player may make plays in the tableau if he wishes. But he is not required to do so.

**Tableau
Plays**

Only the top card in any tableau is available for play. Available cards may be moved from one tableau pile to another.

Available cards in the tableau may be built on in downward sequence alternating in color.

A player may use an available card from *opponent's* talon or stock to make builds to the tableau in his turn of play.

Cards must be built on the tableau in such a manner that all cards in the tableau are visible.

d. The top card of the stock is always available for play. If it can be built on a foundation pile, it *must* be played there before any other play can be made.

**Playing
from the
Stock**

An available card from the stock may be built on any tableau pile in downward sequence and alternating color.

It may be played on an available card in opponent's stock or talon in a sequence going either way so long as it is in the *same suit*. These plays are known as "feeding" or "loading."

Example: It would be possible to play a ♣7 on opponent's ♣6, then another ♣6 on the ♣7, reversing direction, etc.

When an available card is played from the stock, the next card underneath it becomes available. If it is face down, it is turned up.

**Other
Feeding
Plays**

e. Besides the feeding plays from the stock as described in d, a player may also feed cards to opponent from the

RUSSIAN BANK

tableau or from his own hand. But he may *not* feed cards to his own stock or talon. And no cards may be fed from the foundations.

Turning from the Hand

f. If a player in his turn does not wish to make any plays from stock or tableau, he turns up the top card of his hand, placing it face up to one side into a talon.

The top card of the talon is always available for play. If it can be played to any of the foundations, it must go there before any other play may be made.

When an available card from the talon is used in play, the card underneath it (if any) next becomes available for play.

Passing the Turn to Play

g. If a card turned up from the hand is not used for play, the turn to play goes to opponent.

If a player uses the last card of his hand, he turns over the talon and this becomes his hand from which he will turn a new talon.

If a player does not use the last card of his hand, he must leave it face up on the talon, and it is *not* available for play by him when his turn to play next comes. He turns over the entire talon for use as a new hand.

A card from the hand must be turned up in such a manner that opponent can see it easily.

If a player turns a card from his hand, he must *play* it if possible or put it into the talon.

Spaces

h. When a space appears in the tableau, it must be filled by a card from the stock or by an available card in the tableau.

Some make it a rule that it must be filled first from the stock if possible.

If no cards are available in the stock, a space may be filled from the talon or the hand. But some forbid the use of a card from the talon.

Stops

i. If a player makes any other play or touches any other card when a card is available for play to the foundations,

RUSSIAN BANK

his opponent may call, "Stop," and the turn to play ends for the offender. The card in error is returned to its original position. But if the error involves a card in the talon, opponent of the offender may play that card to the foundations if he chooses.

a. The game ends when a player disposes of all of the cards in his hand, talon and stock pile.

b. He scores 1 point for each card left in opponent's hand or talon and 2 points for each card left in his opponent's stock. It is customary also to score a 30-point premium additionally.

c. When the game ends, opponent may not play off any cards.

d. If neither player gets rid of all his cards, one of two methods may be used in scoring. Player with the lowest count according to *b* scores the difference between his count and opponent's. There is no additional premium. Or the game is a draw.

If too many cards are placed in the stock or tableau, the error cannot be rectified after the first card has been turned for play in the stock or from the hand.

Aside from the stop penalty of losing one's turn, there is no other penalty for making an incorrect play. If the incorrect play is detected by opponent, it must be corrected while it is still offender's turn to play. Otherwise it stands.

If a player looks at any but the top card of a stock or hand, he may play the top card if it is available. But he may make no further plays after that.

A player may look back through his talon or the face-up cards of his stock *only* if opponent permits it. In which case, opponent may also see those cards.

5
End of Play
—Scoring

6
Additional
Rules
In the Deal

In the Play

SINGLE-DECK RUSSIAN BANK

1
Object of
the Game

To build on the tableau piles or opponent's talon.

2
The Layout
and Play

a. Players cut, low card dealing. Beginning with non-dealer, each receives 26 cards, 2 at a time, then 3 at a time after that, all face down.

b. Nondealer lays out his first 4 cards in a row, face up, to form the first part of the tableau. Cards available for builds in the tableau are played on each other in *sequence* and in the *same suit*.

Cards may be built in sequence, either ascending or descending, but once a player has started building a sequence in one direction, he must continue to build in the same direction.

Sequences are continuous, *i.e.*, an ace may be built on a king or a king on an ace.

c. The spaces created in building cards are filled by cards which the nondealer turns from his hand, 1 at a time, into his talon. If any other builds are thus created, nondealer may make them.

d. So long as spaces are created or builds made, nondealer may continue to turn available cards from his hand. When he turns a card that cannot be used in play, he leaves it face up in the talon.

e. It is then dealer's turn to play. He turns up 4 cards to complete the tableau to 8 cards.

A GAME OF SINGLE-DECK RUSSIAN BANK IN PROGRESS

Player *B*, whose turn it is to play, has just turned the ♣J from his hand. He plays this on the ♣Q. He may then shift the entire sequence of ♣10-9-8 onto the ♣J, leaving a space in the tableau which he fills from an available card in the talon, or he may turn a card from his hand to fill it, etc.

(See opposite page.)

SIX-BID SOLO

f. Call: A bid of call means that the bidder proposes to win *all* counting cards. Any counting cards in the widow will score for him, too. Some require the player to take all the tricks. In return for this, he will be permitted to name a card, and the player holding it must pass it over and receive in return any card the bidder wishes to dispose of. If the card he calls for is in the widow, the bidder may name some other card. But many play that the bidder may not call for another card if the first one he named is in the widow. Call is the highest bid of all.

The bidding continues in rotation until some player makes a bid that no other player will overcall, whereupon the bidding ends. Each successive bid must be higher than a preceding one. Once a player passes, he may not reenter the bidding. A player may not overcall his own bid after the two other players have passed.

The two other players combine against the successful bidder as partners for the deal.

If all pass, the hands are thrown in, and the turn to deal goes to the next player.

Except when the final bid is a spread, the first lead of a card is made by the player at dealer's left. In spread the lead is made by the player at *bidder's* left.

6
The Play

A trick consists of 3 cards, 1 by each player. Each player in successive turn to the left must follow suit, if possible; but if he has none of a suit led he *must* play a trump if able to. But a player need not play a higher trump than a preceding one in a trick, if he chooses not to. If he has none of a suit led and cannot play a trump, he may play any card.

The highest card of a suit led wins the trick. If there is 1 trump in a trick, it wins; but if there is more than 1 trump, the highest trump wins.

Winner of a trick leads to the next, and play continues until all 11 tricks have been played.

Following are the counting cards for which a player scores when he wins them in tricks: any ace, 11 points; any

7
The Scoring
—Pay-off

SIX-BID SOLO

ten, 10; any king, 4; any queen, 3; any jack, 2. There are 120 points altogether.

Players begin with an equal number of chips. When one player cannot pay his losses in a deal, the game ends; or, some inactive player steps in to take his place and play continues. If a player can pay his losses exactly, he may play the next deal without chips. This is known as a "free ride."

If a bidder successfully fulfills his bid, he collects from each active and inactive player according to the following schedule, and if he is unsuccessful, he pays to all accordingly:

a. In a solo, the bidder collects 2 chips for each point over 60 and pays out 2 chips for each point under 60. If he makes exactly 60, he neither pays nor collects.

b. In a heart solo, the bidder collects 3 chips for each point over 60 and pays out for each point under 60. If he makes exactly 60, he neither pays nor collects.

c. In a misère, the bidder collects 30 chips or pays 30 chips. There are no ties.

d. In a guarantee, the bidder collects 40 chips or pays 40 chips. There are no ties.

e. In a spread, the bidder collects 60 chips or pays 60 chips. There are no ties.

f. In a call, the bidder pays 150 chips or collects 150 chips. There are no ties.

If a pencil-and-paper tally is kept, substitute points for chips in the schedule above. The scores that a player makes are added to his tally, and those that he loses are subtracted. Six deals are played, and the one with the best score at the end is the winner. Some vary the count in bid *a*, making it 4 chips or points; and in bid *b* making it 6 chips or points.

GERMAN SOLO

This game, a development of an old Spanish game known as "ombre," is not to be confused with the slough-solo games. Since it is played very little today, only a summary will be given.

Four play, each scoring for himself. A 32-card deck is used, ranking as follows: ace (high), king, queen, jack, ten, nine, eight, seven (low). But the queen of clubs (spadille) is always the highest trump, the seven of trumps (manila) is always the second highest trump, and the queen of spades (basta) is always the third highest trump. One suit, generally clubs, is selected as the color suit for the entire session; and if this suit is named trump, the bid is worth more.

Any player deals cards around, and the first player to get a club is the dealer. Each is dealt a hand of 8 cards, 3, then 2, then 3. Every dealer, when his turn comes, antes an agreed number of chips to a pool. This pool goes to the first player making and fulfilling any one of certain three bids (see below).

Beginning with the one at dealer's left, players bid in turn for the right to name the trump, the bids and their obligations are according to their rank from lowest to highest:

a. Frog (simple game): The bidder will name the trump suit and make 5 tricks with a selected partner against two other opponents. He names the trump suit before play begins and calls for the ace of some other suit. Except for the holder of that ace, no one knows who the partner is until that card is played. If a player is blank in a suit and calls for an ace in it, he must indicate this by taking any card from his hand and placing it face down in front of him. When his turn comes to follow the suit of the called ace, he must play the face-down card just as though it belonged to that suit.

GERMAN SOLO

If bidder and his partner win 5 tricks, they collect 2 chips from each opponent. If they do not win 5 tricks, they pay out 2 chips.

b. Simple Game in Color: This is the same as *a*, but with clubs trump and a 4-chip pay-off.

c. Common Solo: Bidder names the trump before play begins, but not during the bidding, and plays solo against the other three combined against him. If he wins 5 tricks, he collects 3 chips from each player. If he fails, he pays out 3 chips to each.

d. Solo in Color: This is the same as *c*, but with clubs as trump and an 8-chip pay-off.

e. Solo-do (Tout): Bidder names the trump before play begins and plays solo against the three others, who combine against him. If he wins, he collects 16 chips from each of the others. If he fails, he pays 16 chips to all the others and doubles the pool.

f. Solo-do in Color: This is the same as *e*, but with clubs as trump and a 32-chip pay-off.

g. Null Ouvert: The bidder proposes not to take a single trick, playing his hand exposed. There is no trump suit, and cards rank in their regular order in tricks. If the bidder succeeds, he collects 14 chips from each player. If he fails, he doubles the pool and pays 14 chips to each player. This bid may be used only by prior agreement.

If no player makes a bid, player at dealer's left leads a card and the hand is played without a trump suit. The player who takes in the last trick pays 4 chips to each other player. The player taking in all tricks gets 4 chips from each other player.

After trump has been named, the player at the left of dealer leads a card. The play is then as in bridge and continues until bidder has won or lost his bid. In playing a simple game or solo, play must be ended by successful bidder if he (and his partner, if any) win the first 5 tricks in a row. Otherwise, they must continue on and win all 8 tricks.

The pool is won by the first player to make a solo in color, a solo-do or a null ouvert (if played).

THREE-HANDED GERMAN SOLO

This game is played with a 24-card deck, made up by stripping out the eight of hearts and all diamonds except the seven from the 32-card deck. Diamonds are color, and the spadille, manila and basta are the only other trumps, except the seven in color. The only bids are solos. If there is no bid, the hand is played with diamonds as trump, the winner of the last trick losing the equivalent of a solo in diamonds.

THE STOPS GAMES



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THE STOPS GAMES

The games of this section are based on these general principles:

A player holding some certain eligible card (or cards), when his turn comes, may play. Otherwise, he is "stopped," and the turn to play passes to the next player. The first to play off all his cards is the winner.

The stops games have a history of several hundred years and are related to most solitaires. They are popular with youngsters and adults alike and are well suited for family play.

FAN-TAN

(Also known as parliament, domino cards, sevens and by other names)

This is not to be confused with *Chinese Fan-tan* which is purely a stake game and is played in an entirely different manner.

1
Players—
Cards

Any number from two to eight may play, using a regular 52-card deck, but four or more make the best game. The cards rank in this order: ace (low), two, three, four, five, six, seven, eight, nine, ten, jack, queen, king (high).

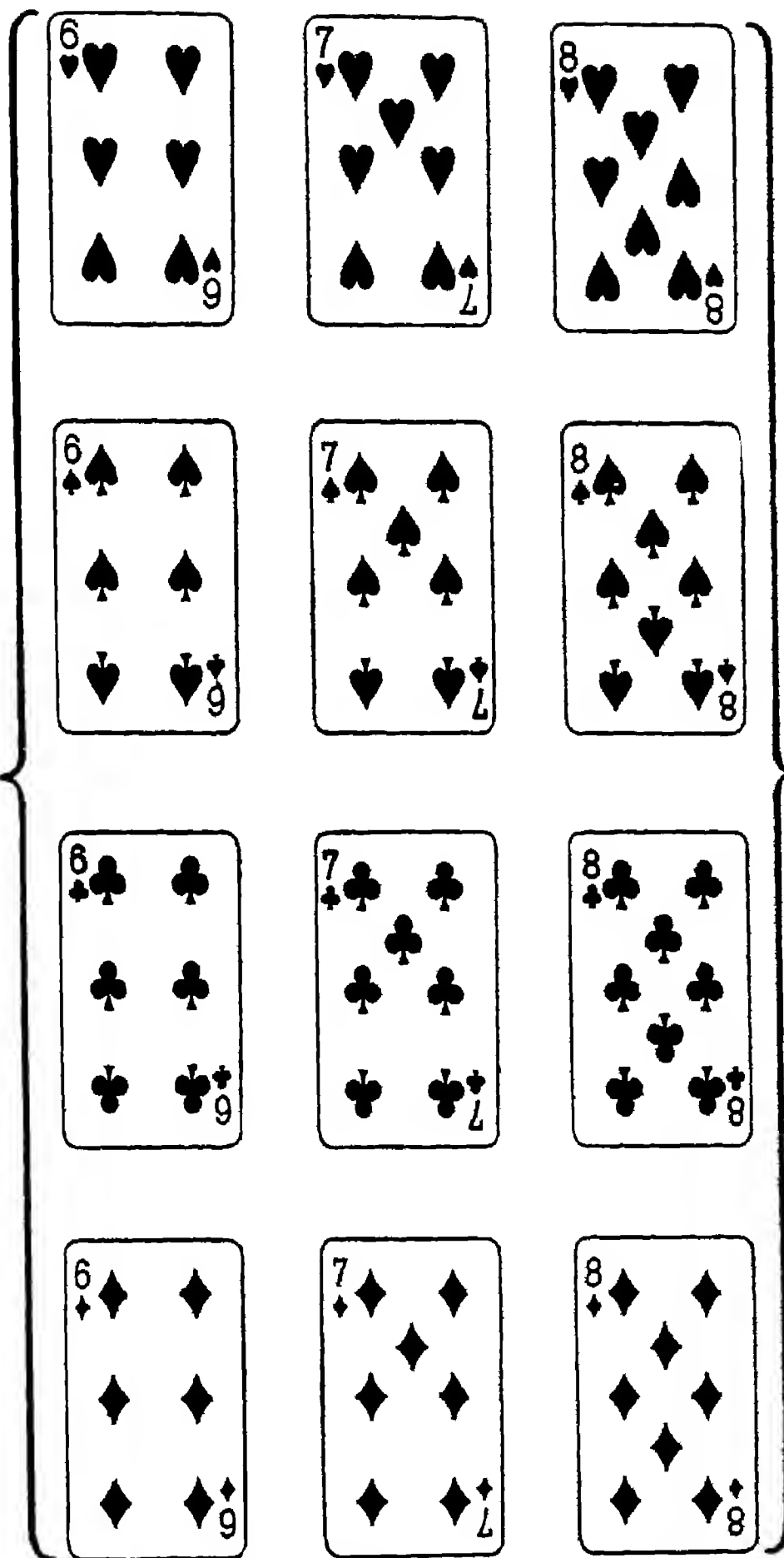
2
The Deal

Players cut for deal, lowest card dealing the first hand. In subsequent hands the turn to deal goes to the left.

Each player, beginning at dealer's left and going in clockwise rotation, is dealt 1 card at a time per round until the entire deck is gone. It does not matter if, owing to the number of players, the deck does not divide evenly.

FAN-TAN

The cards played on each Six go down in sequence in the same suit. Five, Four, Three, Two, Ace.



The cards played on each eight go up in sequence in the same suit. Nine, Ten, Jack, Queen, King.

FAN-TAN

It is usual, when chips or other counters are available, to supply each player with an equal number before the game begins.

3 The Play

a. Player at dealer's left makes the first play. If he holds any seven, he may lay it face up in the center of the table. If he has no seven, he passes his turn. The player at his left then may play a seven if he holds it, and so on around the table, the turn to play always going to the left.

b. Any player in turn may play a seven; or, he may play a six or eight of the same suit as a seven already on the

FAN-TAN

table. A six goes to one side of the seven and an eight to the other side (see illustration, page 723).

c. As soon as an eligible eight or six has been played as in *b*, any player, when his turn comes, may play a card in next *higher* rank on the eight pile or a card in next *lower* rank on the six pile. The ace is the last card played on the six pile, going on the two; the king is the last card played on the eight pile, going on the queen.

d. If a player has no eligible card to play, he passes his turn and must put 1 chip into a pool.

e. The first player to get rid of all his cards by playing them in the manner described in *a*, *b* and *c* is the winner and takes the pool. Other players also pay him 1 chip for each card that they have left in their hands, no one being permitted to play after the winner has put down his last card.

4 Game

Game is reached when one player loses all his chips or when one player wins a certain number of chips.

5 Additional Rules

A player who passes when he holds an eligible card must pay 3 chips as penalty to the pool. If he passes when he could play a seven, he must pay not only the 3-chip penalty but an additional 5 chips to the holder of the eight of the same suit and 5 chips to the holder of the six. If he holds the seven and the next card (or cards in sequence to it, up or down), but does not play the seven, he pays the 5-chip penalty to the player who holds the next card in sequence.

6 Two handed— Domino Fan-tan

In the two-handed game each player is dealt 17 cards, and the remainder of the deck is placed face down to form a stock.

If a player cannot play in his turn, he puts a chip into the pool and draws the top card of the stock. If he still cannot play, he puts another chip into the pool and draws the next card of the stock. This continues until he is able to play. When the stock is exhausted, the hands are played out.

7 Variation Scoring

Some keep a pencil-and-paper score instead of using chips. Each player starts off with an equal number of points.

FIVE-OR-NINE FAN-TAN

Player who wins in any deal has points (described in Sec. 3e) deducted from his score. A player being stopped or committing an irregularity has the points mentioned in Secs. 3d and 5 added to his score. The first player losing his entire score is the winner.

Many play that players receiving the fewest cards in the deal must put a chip into the pool.

SIMPLE FAN-TAN

In this game, players, cards and deal are as in regular fan-tan. The player at dealer's left begins with any card, not necessarily a seven. The players following in turn must build higher in sequence on that card. If a player cannot play a card, he pays a chip to the pool. If a player holds more than 1 card in sequence, he continues to play, collecting a chip from each other player for each card played.

Cards may be played "around the corner," *i.e.*, in sequence past the king, Q-K-A-2, etc. The player who plays the last card of a suit is then privileged to play a card to begin a new suit. The player who gets rid of his cards first collects the pool and a chip for each card other players hold.

FIVE-OR-NINE FAN-TAN

In this game, players, cards and deal are as in regular fan-tan. The first card played must be a five or a nine. The first card played determines the layout for the deal. If it is a five, the six or four may be played on either side of it. If it is a nine, the eight or ten may be played on either side of it.

The play otherwise is exactly as described in regular fan-tan.

SNIPSNAPSNORUM

(Also known as snap and Earl of Coventry)

This game may be played by any number from two to eight players. The regular 52-card deck is used and cards are dealt out 1 at a time. It does not matter if the deck does not divide evenly.

The player at dealer's left leads any card, calling out its denomination. The next player to the left leads a card of the same denomination, if he has it. If not, he passes and the turn goes to the next player.

Example: If a jack were led, the second player must also lead a jack or pass.

The one who plays the fourth card of a set leads a new card to begin another set. First to get rid of all of his cards playing as described is the winner. In any one turn a player may not play more than 1 card, but he must give the other players a chance to play, unless he holds all the remaining cards of the denomination.

Some like to follow the form of having the player of the second card of a set say, "Snip," the player of the third card say, "Snap" and the player of the fourth and last card say, "Snorem."

JIG

This is a variation of snipsnapsnorem in which cards are played in consecutive sequence in the same suit until a set of four has been played. The one who plays the fourth card of the set may lead any card for the next set.

Example: If someone plays a queen of hearts, the next

MICHIGAN BOODLE

player may put on a king of hearts, the next an ace and the player of a deuce of hearts completes the set and leads any card to the next set.

MICHIGAN BOODLE

(Also known as Michigan, Newmarket, boodle, Chicago and by other names)

A perennial favorite, this is one of the best of sociable games.

Any number from three to eight may play.

1
The Players

A regular 52-card deck is used for play. The cards rank in this order: two (low), three, four, five, six, seven, eight, nine, ten, jack, queen, king, ace (high). From another deck the following 4 cards are removed: ♥A, ♦K, ♠Q, ♣J. These, known as "boodle" cards, are placed face up in the center of the table where they remain throughout the entire session.

2
The Cards

To play a card corresponding to a boodle card and so collect the chips on it; to be the first to get rid of all of one's cards.

3
Objects of
the Game

Players cut for deal, highest cut dealing the first hand. Thereafter the turn to deal passes to the left.

4
The Deal

All the cards are dealt out, 1 at a time in rotation to the left and as though an extra hand were in the game; *e.g.*, if four are playing, five hands are dealt out. The extra hand is at dealer's left and is the first hand dealt to. It does not matter if, owing to the number of players, the deck does not divide evenly.

Before the game begins, each player receives an equal number of chips or counters, and before every deal each

5
Chipping In

MICHIGAN BOODLE

player places 4 chips altogether on the boodle cards. He may place them in any way, all on one card if he chooses.

6 Exchanging for the Extra Hand

After dealer looks at his hand, he may exchange it for the face-down extra hand if he chooses. If he makes the exchange, he places his original hand face down without showing it to the others and picks up the extra hand. If he decides to keep his original hand, he must auction off the right to exchange for the extra hand to the highest bidder among the other players. Dealer collects the amount of the chips of the highest bid.

In any case, once an exchange has been made for the extra hand, there can be no further exchanges. Once having made an exchange, a player may not take back his original hand. The face-down hand is not used in play.

7 The Play

Player at dealer's left begins by putting face up on the table his lowest card of any suit he chooses. It need not be any particular suit, but it must be the lowest card he holds in that suit.

If he holds any card, or cards, in next higher rank, he may continue to play. When he can no longer play, the turn passes to any player who can continue to build up on the suit, playing 1 card or more.

Example: If the first card played is the three of diamonds, the next card played is the four of diamonds, then the five of diamonds, etc.

As a player plays a card, he announces its denomination.

When the ace is reached in building up a suit, or when no one can play an eligible card on a suit (because the missing card happens to be in the face-down hand), it is a "stop." The one who played the last card may now lead the lowest card he holds in some other suit, announcing the suit and denomination of the new card. If he holds no new suit, the turn to play passes to his left. If it should happen that no player can begin a new suit, the turn comes back to the original passer, who then may play the lowest card in his hand.

MICHIGAN BOODLE

When someone plays a card that is a duplicate of a boodle card, he collects the chips on that boodle card. The first player to play off all of his cards collects a chip from each other player for every card that player has left in his hand.

8
**Winning
Chips**

If any chips remain on a boodle card, they stay there for the next deal. But the players put fresh chips on the boodle cards as described in Sec. 5.

For failing to play properly in his turn, a player pays a penalty of 1 chip to each of the others. If in not playing properly in his turn a player keeps someone from winning boodle chips, the offender must make good the loss, but the chips on the boodle card are carried over to the following deal.

9
**Additional
Rules**

a. Many play with extra boodle cards consisting of the ♠9-10-J as a sequence. Each player places a chip separately on this sequence. A player who holds and plays 2 cards of this sequence in consecutive order, *e.g.*, ten then jack, collects all the chips on the sequence. New chips are added in each deal, whether the boodle chips are won or not.

10
**Variations
Sequence
Boodle**

b. Some play that the player who buys the extra hand also has the right to lead. But if dealer does not auction off the hand, exchanging for it himself, he may make the opening lead.

**Dealer's
Lead**

c. In this form of boodle, each player places an equal number of chips on each boodle card instead of distributing his chips as he pleases. In a further variation the dealer must place twice as many chips on each boodle card as the other players.

Saratoga

d. Many play that when a stop has occurred, a player may only start a new suit in a different color from the last one played.

Cross Color

Example: Only a heart or a diamond may follow a club; a spade may not because it is the same color as the club.

POPE JOAN

*Spin or
Spinado*

e. In this form of boodle, a player who holds the ace of diamonds may stop any sequence when his turn comes by playing it and announcing, "Spin." He then plays his lowest card in some other suit. He must, however, play some eligible card before playing the ace of diamonds.

POPE JOAN

In this game, a predecessor of boodle, the boodle cards are ♦9 (or 7), ♦10, ♣J, ♠Q, ♥K. If there are three players, each gets a hand of 15 cards in the deal; four players get hands of 12 cards each; and for each extra player the hands are reduced by 1 card. There is no exchanging for face-down cards.

Only the dealer puts chips on the boodle cards, usually 1 on the ♦10, 2 on the ♣J, 3 on the ♠Q, 4 on the ♥K, and 5 on the ♦9 (or 7). A player who is caught at the end of play with the duplicate of a boodle card in his hand must double the chips on that card for the next deal in addition to what the dealer puts on.

Otherwise the play and rules are as in boodle.

CRAZY EIGHTS

*(Also known as eights, Swedish
rummy, snooker)*

Easily learned and fast moving, this game provides an enjoyable change of pace from the more serious games.

1
ie Players
and the
Cards

Best for two, or for four playing in partnerships. But any number may play, each for himself.

The regular 52-card deck is used, except when more than five play. In that case, two decks are used. The cards and suits have no rank.

CRAZY EIGHTS

Players cut for deal, lowest card deals. If four are playing, two highest cuts play against two lowest.

2
The Deal

The turn to deal in subsequent hands passes to the left.

Each player is dealt a hand of 7 cards, 1 at a time per round in clockwise rotation. If more than four play with a single deck, each player receives only 5 cards. The remainder of the deck—stock—is placed face down on the table.

Player at dealer's left plays the first card. It may be any card he wishes. The next player in turn must then play 1 card that is either of the same suit or the same denomination; *e.g.*, if the card played is the five of spades, any other spade or another five must be played. The cards are played face up on a single pile alongside the stock. And every player in turn is required to match the card played before him either in suit or denomination.

3
The Play

When a player cannot or does not wish to match the card played before him in either suit or denomination, he must draw from the top of the stock, card by card, until he has a matching card. He does not show the cards he draws to the others, and he may continue to draw as long as he likes, even after he gets a matching card. After the stock is exhausted a player must pass his turn if he cannot play, but is not allowed to pass if he can play.

At any time a player may play an eight, on any card at all. When he plays the eight, he may name it any suit he wishes it to represent, not necessarily the actual suit of that eight. But he may not call that eight any other denomination.

The game ends when a player gets rid of all his cards in the manner described, or when a player puts down a card no one, including himself, can play on.

If it is a partnership game, play continues even after one player has gotten rid of all of his cards. It continues so long as there are players from opposing sides left in the game.

a. Each card counts a certain number of points as follows: any eight, 50 points; any king, queen or jack, 10

4
Scoring

CRAZY EIGHTS

points each; any ace, 1 point; all other cards, their face value.

b. If the winner has no more cards left, he collects from each player in the game according to the total count that player holds. If the game ends in a block, player with the lowest count is the winner and collects from each other player according to the difference in the count between them. If two or more win, they divide the winnings equally.

c. The difference between the count of partnerships represents the winning margin for the side with the lower count.

d. A pencil-and-paper score may be kept, and the first to reach 500 wins game.

5
Additional Rules Hands with too few or too many cards are corrected without penalty. There are no penalties for irregular play, the offending player simply being forced to take back his improperly played card and substituting a correct one.

But once players have put down their hands for a count, there can be no replays.

6
Variations Starter a. Many play that the top card of the stock is turned as a "starter" after the hands have been dealt. The first player must match it in suit or denomination.

Wild Jacks b. In this variation, jacks are wild instead of eights.

Go Boom c. In this variation, there are no wild cards of any kind.

COMET

(Also known as commit)

This game is supposed to have been invented after the famous Halley's comet appeared in 1759. There are actually two versions, with the names "comet" and "commit" used interchangeably for them. The game that will be described first is the older one of the two and probably the better known.

GAME I

Any number from two to eight may play, but two, three or four make the best game.

1
The Players

Two separate decks are used. All the aces are stripped out. The black suits (clubs and spades) are put together to make up one deck. The red suits (diamonds and hearts) are put together to make up the other deck. But the nine of diamonds is placed in the black deck and the nine of clubs is placed in the red deck. These nines are known as "comets."

2
The Cards

The cards rank from two (lowest) up through jack, queen and king (highest) in regular order.

Low cut deals, and each player is dealt 1 card at a time per round in clockwise rotation. Or, the deal may be 3 cards at a time. The entire deck is not dealt out, anywhere from 6 to 12 cards being left undealt, depending upon the number of players in the game. The undealt cards are put aside face down and are not used in play.

3
The Deal

The turn to deal goes to the left in subsequent hands. It does not matter which deck is used first, but the decks must then be alternated.

Player at dealer's left plays any card face up. He may continue to play any other cards on it face up in consecutive

4
The Play

COMET

upward sequence, but they do *not* have to be in the same suit. When he is no longer able to play an eligible card or does not wish to he passes, and the next player in turn may continue to build up in sequence; *e.g.*, if a three is played, then a four, five, six, seven, etc., may be built up on it, regardless of suit.

When a sequence is ended either because the king is played or because the needed next card is in the undealt cards, a stop is created. The one who played the card creating the stop may begin a new sequence with any card he likes, and play continues as described.

A player in his turn may play as many cards of an eligible denomination as he wishes; *e.g.*, if the sequence can be continued with a queen and a player holds 3 queens, he may play all of them in one turn.

And in his turn a player may play a comet, designating it as any card he wishes. The first to get rid of all his cards is the winner, or if no one can play further, the game is blocked and scored as described below.

5 Scoring

There are two ways of calculating the score. One way is to give the cards a point value as follows: any king, queen or jack, 10 points each; other cards, their face value.

If a player gets rid of all his cards, he collects from each of the others according to the point count of the cards they have left. If the game is blocked, player with the lowest point count collects from each player according to the differences in point counts. If two or more players tie for low, they divide the winnings equally.

The other, and simpler, way is for the winner to collect according to the number of cards the other players have left, using no point count.

In either method of scoring, the player caught with a comet in his hand after play is over pays double. If the last card that a winner plays is a comet, he collects double; and if he plays it as a nine, he wins quadruple. Some play that if a player goes out in only one turn, being able to play all his cards, all collections mentioned above are doubled.

GAME II

Any number from three to eight.

1
The Players

The regular 52-card deck is used from which the eight of diamonds is stripped. The cards rank: ace (low) two, three, four, five, six, seven, eight, nine, ten, jack, queen, king (high).

2
The Cards

Low cut deals.

3

The cards are dealt out 1 at a time in clockwise rotation, and any cards that cannot be dealt out evenly are then placed aside face down.

The Deal

The turn to deal goes to the left in subsequent hands.

Player at dealer's left plays any card face up. He may continue to play any other cards on it face up in consecutive upward sequence, and they *must* be in the same suit. When he is no longer able to play an eligible card or does not wish to, any player in or out of turn may continue to build up on the sequence.

4
The Play

When a sequence is stopped and no one can play further to it, the player who caused the stop may begin a new sequence with any card.

The nine of diamonds may be played when its holder cannot continue a sequence that he has been playing to, or when all players are stopped and no one can continue. The nine of diamonds may not be called any card the holder designates. But the sequence it was played to may be continued by any player in turn who holds the next eligible card. Or the ten of diamonds may be played on the nine of diamonds to build a diamond sequence.

First to play out all his cards wins.

Each player chips in equally to a pool before the game, and the winner takes all. The one who plays the nine of diamonds collects 2 chips from every other player. The one who gets caught with the nine of diamonds in his hand after play is over pays 2 chips to every other player. For each king that a player is caught with after the play is over, he pays 1 chip to every other player.

5
Scoring

WHIST



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WHIST

Until the turn of the century whist was the king of socially acceptable card games in England and the United States. Its name is commonly attributed to the early practice of calling for silence before play began —“Whist!”

Though it has been almost completely overshadowed by its more complex offshoots, auction and contract bridge, it still retains a good measure of popularity. Below is a description of the basic game as it is generally played in the United States.

1 Four play in partnerships. If more than four wish to play,
Players extra players may cut into the game as described in Rules for Club Procedure, page 183.

2 The regular 52-card deck is used. Two decks may be used
e Cards for convenience. While one is being used in play, the other is shuffled for the next deal, as in bridge.

The cards rank as in bridge, ace high to deuce low. But the suits are of equal rank.

3 Players cut cards for partners, and the two highest play
e Deal against the two lowest. The ace is the lowest card in the cut. Tie cards cut again. Low cut is dealer.

Each player is dealt a hand of 13 cards, 1 at a time per round. The last card is turned up, and its suit is trump for the deal. This card is part of dealer's hand but must be left exposed until he plays to the first trick.

The turn to deal passes to the left in subsequent hands. If all players pass, there is a deal by a new dealer.

WHIST

To win at least seven tricks in play.

4

Object of
the Game

5

The Play

The player at dealer's left leads to the first trick, and play goes to the left. Each player in turn plays a card, a trick consisting of 4 cards. No dummy hands are laid down.

A player must follow suit if able to, otherwise he may play a trump or any other card as he pleases. The highest card of the suit led wins the trick unless a trump card is played to a trick, in which case the trump card wins. If there is more than 1 trump card in a trick, the highest one wins.

The winner of a trick leads to the next, and one partner keeps the trick pile for the partnership. Tricks should be kept face down and arranged for easy count as in bridge.

6

Scoring—
Game

Each trick a side wins over 6 is called an "odd trick" or "odd." The first 6 tricks a side wins, known also as the "book," do not count toward its score. But every odd trick is worth 1 point, so that a side that wins 9 tricks, for example, scores 3 points.

The side that first reaches a total score of 7 points—and it may accumulate these points in more than one deal—wins "game." The deal in which 7 points is reached is played out, however, so that the winning side may score for any points that it can win in excess of 7.

The score of the losing side is subtracted from that of the winners', and the difference represents the winning margin.

Some play that game is 5 points ("short whist"). Others play it at 10 points ("long whist").

Some like to play for "rubber." In this case the winner is the side that takes two games first.

7

Additional
Rules

Generally the rules of contract bridge may be used to cover irregularities in addition to the following:

The same dealer deals again if the deck is imperfect, or if any except the trump card is found face up.

The deal passes to the next player in case of a misdeal: if opponents discover, before they have looked at their

In the Deal

WHIST

cards or trump has been turned, that the deck was uncut, or, if dealer deals the card improperly or looks at the trump card before it is turned up.

In the Play

If a player revokes—does not follow suit when able to—and fails to correct the error before the trick has been turned, his side gives up 2 tricks to opponent. Offender's side cannot win game in that deal. If both sides revoke, neither can win game in that deal.

If a player exposes a card, except when playing it to a trick, he must leave it face up until either opponent calls upon the defender to play it to a trick where it will not cause a revoke. He may not play a card to a trick until he knows whether opponents are "calling" that card.

If the dealer does not pick up the trump card before the second trick has been turned down, it is an "exposed card" and may be treated as described above.

aying out of Turn

If a player leads out of turn, a suit may be called from him or his partner the first time it is the turn of either to lead. The penalty is enforced only by the opponent on the right of the player making the lead. If a player has none of the suit called, he may make any lead.

If the third hand (leader's partner) plays before the second, the fourth hand may also play before the second. If the fourth hand plays before the second, the latter may be called upon by the third hand (provided that the third has not yet played) to play his highest or lowest card of the suit led or, if he has none, to trump or not trump the trick.

If a player does not comply with the rules in case of a lead or play out of turn, the penalty is the same as that for revoke.

A player may not look at the last trick turned, the penalty for doing so being the same as that for a revoke.

Some players consider the opening lead of a singleton by an opponent in the hope of trumping partner's return as an unethical or possibly illegal lead. This play, known as a "sneak," is not forbidden by any existing whist law.

ENGLISH WHIST

The trump suit is not turned but is decided by having player at dealer's left cut a card from the deck not in use. This is sometimes known as "Prussian whist."

8
Variations
*Prussian
Whist*

Tricks have values according to the suit that is trump: for spades, 1 point each; for clubs, 2; for diamonds, 3; for hearts, 4. Three is no count for honors, and 10 points is game. Both sides always score the tricks that they win. The rubber bonus is 10 points.

*Suit-Value
Whist*

If the suit first turned for trump—"favorite suit"—reappears as trump during the rubber, tricks and honors score double. There is a new favorite suit for each rubber.

*Favorite
Whist*

ENGLISH WHIST

The main difference between this game and the version played in the United States is in the scoring.

Game is 5 points instead of 7. Rubbers are usually played—two games out of three. If a side wins game before opponents have scored anything, it gets 3 rubber points. Reaching game before opponents have won 3 points earns 2 rubber points. If opponents have won 3 or more points, the side reaching game earns 1 rubber point. For winning rubber a side scores 2 additional points. The highest winning margin possible after rubber is over is 8, known as a "bumper." The lowest winning margin is 1. The rubber score of the losers is subtracted from that of the winners to determine the winning margin.

A score for honors may be made: ace, king, queen and jack. The side holding three of them scores 2 points; the side holding all four scores 4. A side cannot win game on an honor count alone. It must also win at least 1-odd trick in that deal. Tricks are counted before honors; this is important in deciding who has reached game first. After game has

DUMMY WHIST FOR THREE

been reached, a losing side's honors are not counted, a winning side's are.

Irregularities are handled as in the American game, except that a revoke incurs one of these penalties as agreed: 3 points are deducted from offending side's score; or 3 points are deducted from offending side's score and added to nonoffenders'; or 3 points are added to nonoffenders' score.

DUMMY WHIST FOR THREE

This is for three players. Before the game begins they cut, and lowest gets the dummy for the first rubber. Middle cut gets the dummy for the second rubber. High cut gets the dummy for the third rubber.

After the opening lead, dummy is placed face up and the player plays both hands. Dummy's position is between opponents.

WHIST FOR TWO

Humbug Whist

In this form, known as "humbug whist," low cut deals four hands in the regular manner with the last card turned for trump. Either player may exchange his hand for the one face down at his right but without first looking at that hand.

If the dealer exchanges his hand, he loses his right to the turned-up trump card. The face-down hands are not used in the play. Nondealer makes the first lead, and, except that each trick consists of only 2 cards, the rules for play are as in regular whist.

CHINESE WHIST

This is the same as the above game, except that no trump is turned. Instead, dealer names the trump after looking at his hand but may not exchange it. Opponent, however, may exchange for the face-down hand at his right if he chooses.

**Trump
Humbug**

The procedure for this and similar games for two will be found in the bridge section.

**Double
Dummy**

Each receives a hand of 13 cards, dealt 1 at a time. The next card is turned face up on top of the remainder of the deck (stock).

**Draw or
German**

Nondealer leads to the first trick. A player must follow suit if able to. The winner of a trick takes the top card, and loser takes the one underneath. But after both have drawn, the top card of the stock is always faced.

CHINESE WHIST

In this game for four hands, each player is dealt 6 cards, face down and 1 at a time per round. Each player lines up these cards. Dealer then deals each 6 more cards, face up and 1 at a time. These cards are placed so as to cover the down cards. Then each player is dealt another card face down which he takes into his hand.

**For Four
Hands**

Dealer names one suit as trump, after which the player at his left leads to the first trick. He may play the card in his hand or one of his exposed cards, but not a down card. But as soon as a player has uncovered a down card, he exposes it for play. The rules for play are as in regular whist.

The scoring is as in regular whist and honors may or may not be counted as agreed.

Each player is dealt 8 cards face down, then 8 more face up, and finally 1 face down as a playing card. The last card is not used. Each plays and scores for himself, but no player scores on a deal unless he wins at least 1-odd trick.

**For Three
Hands**

BID WHIST

For Two Hands Each player is dealt 12 cards face down, then 12 more face up, and finally 2 each for playing cards. A player does not score unless he wins at least 1-odd trick.

BID WHIST

This is one of the most popular forms of whist today for four players.

The Deal and Bidding The hands are dealt as in regular whist, but no trump card is turned. Instead, each player, beginning at dealer's left, bids or passes. He names the least number of odd tricks that his side will take if he is permitted to name trump, but does not disclose the suit. Each bid must be for a higher number than the preceding one. The bidding continues until a bid is followed by three passes. The highest bid is 7, the lowest bid is 1.

The Play The highest bidder names the trump and leads any card to the first trick, not necessarily a trump. The play then follows as in regular whist (Sec. 5, page 739).

Scoring If the bidder's side fulfills its contract, it scores for all odd tricks that it makes. If it fails, the amount of the bid is deducted from its previous score, even if it means going minus (known as a "setback"). Opponents score for any odd tricks that they win in defeating the bid.

Additional Rules Irregularities are generally handled as in regular whist (Sec. 7, page 739).

Variations Among the many variations played are the following important ones:

Honors *a.* Each honor in trump—ace, king, queen and jack—counts 1 point. Each trick counts 1 point. Players bid by

NORWEGIAN WHIST

points, so that 17 is the highest possible bid (13 tricks plus four honors).

Some play that honors may be scored only by the side winning them, not by the side which originally held them. And many also play that the bidder's side may not score for honors unless it takes at least 1-odd trick. The bidding in this case is usually based on odd tricks only.

b. Many play that each player has only one bid, the dealer being entitled to take the contract at the highest bid made before his turn. *In Bidding*

c. When 17-point bids are used, as in *a* above, it is customary for the successful bidder's side to score only the difference between its score and losers'. If the bidder's side is unsuccessful, it scores nothing, but opponents score everything they make. *In Scoring*

NORWEGIAN WHIST

This is a bidding game for four players in partnerships that are cut for as in regular whist (page 738). The cards and deal are also as in that game, except that no trump card is turned. There is never any trump. *The Players, the Cards, the Deal*

Player at dealer's left has first say. He may bid nullo, in which case the object is for his side to *lose* as many tricks as possible; or, he may bid grand, in which case the object is to win as many tricks as possible. If he does not wish to bid either, he passes. *Nullo and Grand Bids*

The turn to bid goes to the left. But as soon as any player makes either declaration, the bidding stops. If all players pass without making a declaration, the hand automatically plays at nullo.

If the bid is grand, the player at bidder's *right* makes the opening lead. If the bid is nullo, the player at bidder's *left* makes the opening lead. In any case play continues to the *The Play*

CAYENNE

left, each player having to follow suit if able to. The highest card of the suit led wins the trick. The winner of a trick leads to the next, and play continues in this fashion until all 13 tricks have been played.

Scoring

Each odd trick (over 6) that bidder's side wins at a grand bid counts 4 points. If bidder's side does not win at least 7 tricks, opponents score 8 points for each odd trick that they win.

If the bid is nullo, bidder's side loses 2 points for every odd trick that it takes (or 4 points as some play it), while opponents score the point value for each trick by which they fail to make 6.

The first to reach a score of 50 wins game.

An alternate way of scoring favored by some is for a side bidding grand to score for every trick it makes (not only odd tricks) at the rate of 4 points a trick, provided, of course, that it succeeds in taking at least 7 tricks. If it does not succeed in doing so, opponents score 6 points for each odd trick that they take. In a nullo bid the side taking the fewer tricks scores 2 points for each trick taken by opponents.

Penalties

If a player bids out of turn, his side loses 20 points.

In case of a revoke—failure to follow suit when able to—offenders give 3 tricks to opponents if the bid is a grand. If the bid is nullo, they must take 3 tricks from opponents.

Other irregularities are handled as in regular whist.

CAYENNE

(Cayenne whist)

1 The Players, the Cards

This is a bidding game for four players in partnerships that are cut for as in regular whist. The cards are also as in that game (see page 738).

2 The Deal

Dealer (lowest cut) deals four hands of 13 cards each, beginning with the player at his left. He deals 4 at a time

CAYENNE

in the first round, then 4, and finally 5, in rotation to the left.

The player at dealer's left then cuts the unused deck to expose a card. The suit cut, known as "cayenne" or "preference," establishes the comparative value of suits for that deal for scoring purposes, (see Sec. 6 below). The table of comparative values is

3
Rank of
Suits for
the Hand

Cayenne (Highest Value)	2d Highest Value	3d Highest Value	4th Highest Value
♥	♦	♣	♠
♦	♥	♣	♠
♣	♠	♥	♦
♠	♣	♥	♦

Suit of the same color as cayenne is also referred to as "second color" or "second preference."

Dealer has first say. He may make one of three declarations: grand, which means his side will try to win as many tricks as possible with no trump suit named for the deal; or nullo, which means his side will try to take as few tricks as possible with no trump suit named for the deal; or, he will name cayenne or any other suit.

4
Deciding
the Bid

If he does not want to make the decision, he may pass the turn—"bridge"—to his partner who must make some declaration. But one or the other *must* make the declaration.

The player at dealer's left leads to the first trick. If there is a trump suit, the rules for play are as described in regular whist (Sec. 5, page 739).

5
The Play

If the bid is in grand or nullo (no trump), each player in turn must follow suit if able to, and he throws any card if unable to follow suit. The highest card of the suit led wins the trick.

The winner of a trick leads to the next, and play continues until all 13 tricks have been played.

6
The Scoring
When There
Is Trump

If there is a trump suit, then each trick ("odd") above 6 ("the book") counts as 1. There is also a count for honors

CAYENNE

—ace, king, queen, jack and ten. If either side holds three of these honors between them, it is worth a count of 2; four honors count 4; and all five honors count 5. Either side may count for whatever of the foregoing they have.

The count a side has (in tricks and honors) is then multiplied by a certain figure to arrive at the score made for the deal. These multipliers are: four if the cayenne suit was trump for the deal; three if second highest suit was trump; one if fourth highest was trump (refer to Sec. 3 above).

Grands and Nullos

There is no honor count in grand or nullo bids.

If the bid is grand, the odd-trick count is multiplied by 8 to arrive at the final score. If the bid is nullo, every trick over 6 taken by a side counts for opponents; each such trick being multiplied by eight to arrive at the final score.

If a side wins 12 tricks ("little slam"), it scores a bonus of 4 points; if it wins all 13 tricks ("grand slam"), the bonus is 6 points. Neither of the foregoing count for the side having made a nullo declaration.

7 *Game; Rubber*

Side first reaching 10 points wins game but all games are played out. If opponents have not scored at all, winners earn 4 rubber points. If opponents have not reached four, winners earn 3 rubber points. If opponents have not reached seven, winners earn 2 rubber points. If opponents have scored eight or nine, winners earn only 1 rubber point.

Any points won in a game in excess of 10 are counted toward the winners' score in the following game. The first side to win four games of 10 points each adds a rubber bonus of 8 points in addition to other rubber points already scored.

The side with more rubber points wins by the difference between its score and opponents'.

8 *Additional Rules*

A misdeal does not lose the deal.

A revoke is penalized 3 trick points, and offenders may not score game in that deal but may go as high as 9.

Otherwise irregularities are handled as in regular whist (Sec. 7, page 739).

SOLO WHIST

(Also known as *whist de gand*)

This fine game, which still retains a certain degree of popularity, is for four players, each scoring for himself. Five may play, in which case the dealer takes no cards (or player at his right may stay out).

1
Players;
Cards; Deal

The full 52-card deck is used, cards ranking as in regular whist: ace (high) to deuce (low). Low cut deals and each player, beginning at dealer's left, receives a hand of 13 cards, dealt 3 at a time per round, and then 1 card each. The last card is turned to establish the trump suit for the deal and belongs to dealer.

Beginning at dealer's left, players bid in turn to the left. Each player makes one of the following declarations of what he proposes to do—or passes; (the bids rank in order from highest to lowest):

2
The
Bidding

a. To win 8 tricks playing with a partner with the turned suit trump. Bidder announces, "Proposal" or "I propose" or (as some do) simply "Prop."

b. To win 5 tricks playing alone against the others combined with the turned suit trump. Bidder announces, "Solo."

c. To win no tricks playing alone against the others combined, with no trump for the deal. Bidder announces, "Misère" (pronounced *mizaire*) or "Nullo."

d. To win 9 tricks, playing alone against the others combined, if allowed to name any suit but the turned one as trump. Bidder announces, "Abundance."

e. To win 9 tricks, playing alone against the others combined, with the turned suit as trump. Bidder announces, "Abundance in trump."

f. To win no tricks, playing alone against the others combined, with no trump for the deal and with bidder's hand exposed. Bidder announces, "Open misère," or "Misère aver" or simply "Spread."

g. To win all 13 tricks, playing alone against the others,

SOLO WHIST

naming the trump suit and having the opening lead. Bidder announces, "Abundance déclarée" or "Abundance declared" or simply "Slam."

If a player makes bid *a*, any player in turn may agree to become his partner by declaring, "I accept" or "Accept," or (as some do) simply "Cop."

Once a player has passed, he may not bid again, except player at dealer's left who may accept a proposal but not make one. Bidding continues in clockwise rotation until no one will make a higher ranking bid. A player who has made one bid may change it to a higher ranking one in turn if some other player has overcalled.

If all pass, the deal goes to the left. But some like to play a "grand." In this case, each plays his hand, there being no trumps; the winner of the last trick loses to each of the others according to the pay-off for bid *b* in Sec. 4.

3
The Play Player at dealer's left leads to the first trick, except in *g*. Players retain their original seats.

The play is as in regular whist (Sec. 5, page 739), except that in *misère* bids *c* and *f* there are no trumps.

4
Settlement Chips may be used for settlement or a pencil-and-paper score kept. If chips are used, each player gets red chips and white ones, the latter being worth 1 and the former 5. In bid *a* each partner collects 1 red chip from one opponent if successful or pays 1 red chip if unsuccessful. In other bids the lone player collects from each opponent or pays out if unsuccessful, according to the following table: *b*, 2 reds; *c*, 3 reds; *d* and *e*, 4 reds; *f*, 6 reds; *g*, 8 reds.

For each trick over or under the amount of the bid, an extra white chip is paid or collected, except in bids *c*, *f* and *g*.

A pencil-and-paper score may be worked out along the same lines with first player to reach a certain total being the winner and collecting from the others.

5
Additional Rules A revoke loses or wins 3 tricks according to the bid. In addition, the offender pays off whether he makes the bid or not. But the hand is played out to save overtricks.

In proposal bids irregularities otherwise are handled as

BOSTON

in regular whist (Sec. 7, page 739). Irregularities against a lone player are generally handled as in comparable situations in contract bridge (reading lone player for "declarer").

If an opponent of a lone player in a *misère* bid commits any irregularity except a revoke, the *misère* player collects for the bid and offender must pay for all opponents.

A 40-card deck is used, made up by stripping out all cards below the four; or, a 39-card deck may be used, an entire suit being stripped out.

With a 40-card deck each player is dealt a hand of 13 cards as in Sec. 1 above, the last card being turned for trump and belonging to no one. With a 39-card deck the deal is the same, but the last card belongs to dealer.

The proposal bid is not used.

6
For Three
Players

BOSTON

This is a complex bidding game little played today, most whist players preferring its simpler modification, solo.

Four play with the regular deck, each for himself. Each player is dealt a hand of 13 cards, 4 at a time, then 4, then 5. There is no shuffle for subsequent hands, the deck simply being cut before the beginning of the deal.

Player opposite dealer cuts the unused deck, and the top of the bottom cut is turned up for trump or "preference." The other suit of the same color is known as "color." The remaining two suits are plain suits.

Bidding begins with the player at dealer's left, and each player in turn to the left bids or passes. The bids rank (from lowest to highest): (a) "Boston," to win 5 tricks playing alone in a plain suit; (b) to win 6 tricks; (c) to win 7 tricks; (d) to lose 12 tricks after each player discards 1 card not shown to others, known as "little misery"; (e) to win 8 tricks; (f) to win 9 tricks; (g) to lose every trick, known as "grand misery"; (h) to win 10 tricks; (i) to win 11 tricks; (j) playing little misery with all cards in one's hand exposed,

BOSTON

known as “little spread”; (*k*) to win 12 tricks; (*l*) to play a grand misery with all cards in one’s hand exposed, known as “grand spread”; (*m*) to win all 13 tricks, known as “grand slam.”

In bids *a, b, c, d, e, f, h, i, k* and *m*, the calls rank as follows: in plain suits, lowest; in color, next lowest; in preference, highest.

The play is as in regular whist. If the bidder fulfills his bid, he collects from each player according to the following table:

Tricks bid.....	5	6	7	8	9	10	11	12	13
Chips collected.....	100	120	200	250	350	450	650	1,050	1,700

If the bidder fails, he pays out (is “put in for”) according to the following table:

<i>Tricks bid</i>	<i>Number of tricks by which bidder fails and chips paid</i>												
	1	2	3	4	5	6	7	8	9	10	11	12	13
5	10	20	30	40	50								
6	15	25	35	45	55	65							
7	20	30	40	50	60	70	80						
8	25	35	45	55	70	85	100	115					
9	35	45	55	65	80	95	110	125	140				
10	45	55	70	80	95	110	125	140	155	170			
11	70	80	95	110	125	140	155	170	185	200	220		
12	120	130	145	160	180	200	220	240	260	280	300	320	
13	180	200	220	240	260	280	300	320	340	360	390	420	450

BOSTON DE FONTAINBLEAU

Bidder collects or pays 20 chips for little misery, 40 for grand misery, 80 for little spread and 160 for grand spread.

Each puts up 10 chips for the pool at the beginning, and the player winning on a bid of 7 tricks or better collects the pool, besides the regular payments.

If any opponent will not concede a bid under 7 and forces bidder to play out the hand, bidder must play, but he gets the pool besides the regular payments if he makes 7 tricks or more. If the pool goes over 250 chips, the excess is put into the next pool.

If all pass a deal, each chips to the pool or plays a general misery (notrump), the player taking the most tricks paying each other player 10 chips for each trick difference between them.

A misdeal loses the deal, and the dealer places 1 chip in the pool as penalty. A revoke pays 40 chips into the pool, besides losing the hand if made by either of bidder's opponents. Losing on a bid of 7 or more requires the loser to double the pool.

BOSTON DE FONTAINBLEAU

In this variation of Boston there is no cut for "preference," the suits ranking: diamonds (highest), hearts, clubs, spades (lowest).

The bids rank (from lowest to highest): (a) "Boston," to win 5 tricks; (b) to win 6 tricks; (c) "little misery" (misère); (d) to win 7 tricks; (e) to win exactly 1 trick at notrump after having discarded a card that no one sees, called "piccolissimo"; (f) to win 8 tricks; (g) "grand misery"; (h) to win 9 tricks; (i) "little spread"; (j) to win 10 tricks; (k) "grand spread"; (l) to win 11 tricks; (m) to win 12 tricks; (n) "grand slam"; (o) to win all 13 tricks playing with all cards exposed, called a "spread slam."

BOSTON DE FONTAINBLEAU

Settlement is made as follows:

<i>Bid</i>	♦	♥	♣ ♠	<i>Notrump</i>
<i>a</i>	30	20	10	
<i>b</i>	50	40	30	
<i>c</i>				75
<i>d</i>	70	60	50	
<i>e</i>				100
<i>f</i>	90	80	70	
<i>g</i>				150
<i>h</i>	110	100	90	
<i>i</i>				200
<i>j</i>	130	120	110	
<i>k</i>				250
<i>l</i>	150	140	130	
<i>m</i>	170	160	150	
<i>n</i>	350	300	250	
<i>o</i>	450	400	350	

In England, bid *n* is usually worth 500-450-400; bid *o*, 800-700-600.

If the bidder is successful, he collects from each opponent according to the above schedule plus 5 extra chips for each trick over his bid (overtricks), except in *misères* and

RUSSIAN BOSTON

piccolissimo. If unsuccessful, he pays at the same rate plus 5 extra chips for each trick under his bid.

In addition a pool is made up by each dealer contributing 50 chips before the deal. A successful bidder collects the pool.

A successful bidder may call for a partner, and any one player in turn may accept the proposal. The partners must win 3 tricks more than the bid. Partners share equally in payments or collections.

The pool is won by any successful bidder, regardless of the bid. Honors may be scored only as overtricks. The player or side holding three of four honors (ace, king, queen and jack of trumps) scores 2 overtricks; all four honors score 4 overtricks. Otherwise, the rules and procedure are as in regular Boston (page 751).

RUSSIAN BOSTON

This is a variation of Boston de Fontainbleau in which a player who does not hold any trumps may declare, "Chicane" or "Carte blanche" before play begins and collect 10 chips from each other player. A bidder must declare he is playing a six, seven or eight solo, or some other player is permitted to announce a partnership for 4 tricks above the bid.

PROGRESSIVE, PIVOT OR DUPLICATE WHIST

These games follow the procedure as given in bridge. In progressive or duplicate, the side that wins game in a deal gets a bonus of 2.

This is a partnership game. It consists of five deals played in the order given below after which a score is totaled for each side.

First Deal *a. Regular Whist:* This is played as in the standard game, with the last card being turned to determine trump. Scoring is the same.

Second Deal *b. Notrump:* This is played without any trump turned but is otherwise scored as in the standard game.

Third Deal *c. Make Trump:* This is played without any trump turned. Player at dealer's left chooses the suit to be trump and announces it as he makes his lead.

Fourth Deal *d. Reject:* This is played at notrump. The object is to give opponents tricks. Each side scores for tricks taken by opponents.

Fifth Deal *e. Blind:* Dealer cuts a card to determine trump, shows it and then immediately places it somewhere in the deck. No one may ask what trump is after that, and if anyone revokes, his side is penalized according to the rules of standard whist.

After the five deals are concluded and the scores totaled, a new game is begun and played as described.

PREFERENCE

1
The Players Three, but four may play, in which case dealer takes no cards and does not participate in the pay-offs.

2
The Cards A 32-card deck is used, made up by stripping out all cards below the seven from a standard 52-card deck. Cards rank

PREFERENCE

as follows: a (high), king, queen, jack, ten, nine, eight, seven (low). Hearts are the highest ranking suit, known as "preference" then diamonds, clubs, and spades (lowest).

It does not matter who deals the first hand. The turn to deal passes to the left in subsequent hands. The cards are dealt 3 at a time to each player in the first round of dealing; then 2 cards are dealt as a widow face down. The deal is then continued to each player, 4 cards at a time, and then 3 until each has a hand of 10 cards.

3
The Deal

To be the highest bidder and win at least 6 tricks to fulfill the contract, or to help prevent the highest bidder from fulfilling his contract.

4
Objects of
the Game

Each player puts an equal amount of chips into the pool. The player at dealer's left has first chance to bid. He names a suit and in so doing obligates himself to take at least 6 of the 10 tricks in play against the others. If he does not name a suit, he must pass. The bidding turn goes to the left with each player either bidding a suit or passing. Each player gets *only one* bid. No one mentions the number of tricks that he will take in play, but merely bids a suit. The suits rank in the order given above in Sec. 2. A player must name a higher ranking suit than that named by a previous player. The one who names the highest ranking suit is the winning bidder. The winner in the first round of bidding may not use the widow for play.

5
The
Bidding

If all players pass in the first round, there is a second round of bidding. In this round players simply chip to the pool without making a bid, or they pass. Each player gets only one turn to chip. The player who puts in the most chips has the right to name trump for the deal and may also use the widow, taking it into his hand and discarding any 2 cards, so that his hand is at 10 cards again.

The player to the left of the highest bidder leads to the first trick. Each player in turn to the left must follow suit if able to do so. If he cannot follow suit, he may play a

6
The Play

PREFERENCE

trump, if he chooses. If he cannot follow suit and does not choose to trump, he may throw off any card. Highest card of the led suit wins a trick. But the highest trump in a trick wins it.

The winner of a trick leads to the next until all 10 tricks have been played. The bidder must win at least 6 tricks to fulfill his contract.

7 The Pay-off

Before the game, players set a value for winning tricks according to the rank of the trump suit. If a player fulfills his bid, he takes a certain number of chips out of the pool, according to the schedule set by the players beforehand; *e.g.*, taking all 10 tricks with hearts as trumps would entitle the successful player to the entire pool.

If a player fails in his contract, he pays a certain penalty into the pool.

8 Irregularities

Irregularities are generally handled as in bridge.

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